

NEWS
FOR THE
COIN OPERATED
ENTERTAINMENT
INDUSTRY

April 1988

CANADIAN

Coin Box

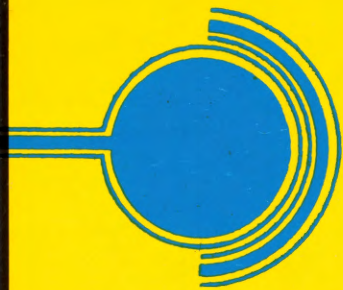
MAGAZINE



Dart Games
Create Traffic
& Profits

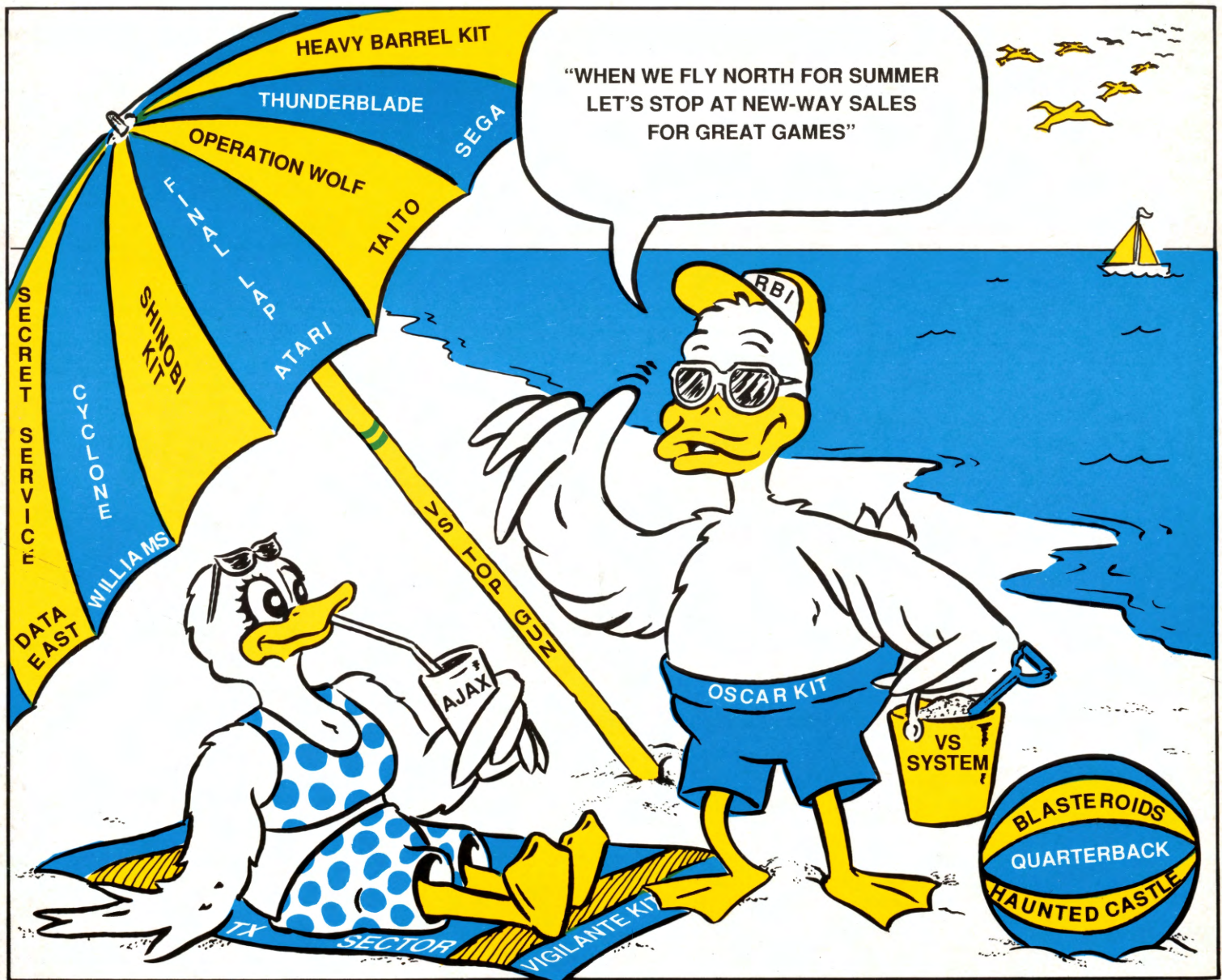
ACME
Show
Review

By Valley



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**November 3-5
Hyatt Regency Chicago**

**Canadian
COIN BOX
Magazine**

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*A Monthly Publication For
The Canadian Coin-Operated Amusement Field
...Now In Our 42nd Year....*
■■■■■■■■■■

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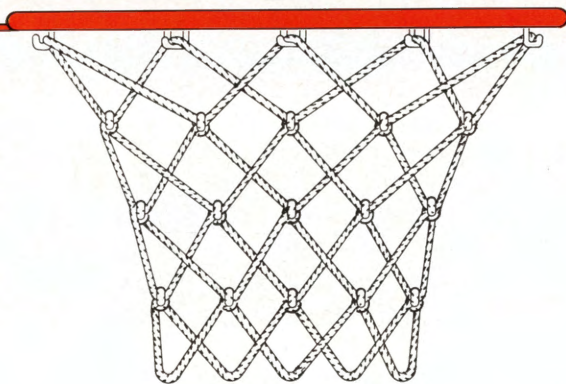
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Reno's ACME Show Successful!

..Hard To Get To -- But Well Organized And Lots Of Activity

Organizers of this spring's third annual **American Coin Machine Exposition** have expressed themselves as highly delighted with the event staged in Bally's Hotel, Reno, Nevada, March 11, 12, 13.

They cite larger attendance, more exhibit space occupied and more exhibitors. Actual figures given out in the press release from **William T. Glasgow, Manager of ACME 88**, owned and operated by the American Amusement Machine Association and "Playmeter Magazine" are... 4392 people present, 41,000 square feet taken by 137 exhibitors. Comparative figures for last year's event held in New Orleans were 3,577 people attended, 38,100 square feet used by 129 exhibitors.

Organizers Highly Pleased With Their Efforts

According to the Executive Vice-President of the AAMA, **D. Weaver**, "Bally's Hotel and Reno contributed largely to the overwhelming success of the show". He also said that a further factor in the success was "the ability to self-contain the entire exposition in one facility". In it, took place the seminars and equipment exhibitions, restaurants, meeting rooms and of course, the gambling casinos and facilities for which Reno is so well noted.

The organizers also claimed that seminar attendance had doubled over that of last year. The AAMA's president, **Frank Ballouz of Nintendo** claimed that ACME's 1988 event was designed to offer programs to

specific industry segments and also the whole, something not available at any other present day trade show. The tone and content of the president's remarks made clear that operators were being courted by the manufacturers' show as were also distributors.

Carol Lally, president and publisher of "Playmeter Magazine" which is now a co-sponsor of the event, in also mentioning pleasure at its success said that Bally's Hotel in Reno will also be the site of the **ACME Show** in the last weekend of February, 1989.

This departure from not holding **Music, Games and Amusement Industry** conventions and shows in gambling communities sets a precedent. A few years ago, the executive of the Operators' Association, the **AMOA** were set to hold the **AMOA's** annual convention in Las Vegas, even to engaging hotel and convention facilities in that city.... However, the membership at large didn't want their operators to be tarred with a gambling and possibly criminal image.

Not long after that the situation was reversed, the Las Vegas event was cancelled and the annual get together took place in Chicago as was usual. Soon too, there were major executive changes and manufacturers took steps to form their own trade body distinct from the **AMOA**. Today, and for some years, that has been the **American Amusement Machine Association** and there hasn't been too much love between the parent association and its

Continued on page 8



Unique Winners from BONANZA Japan

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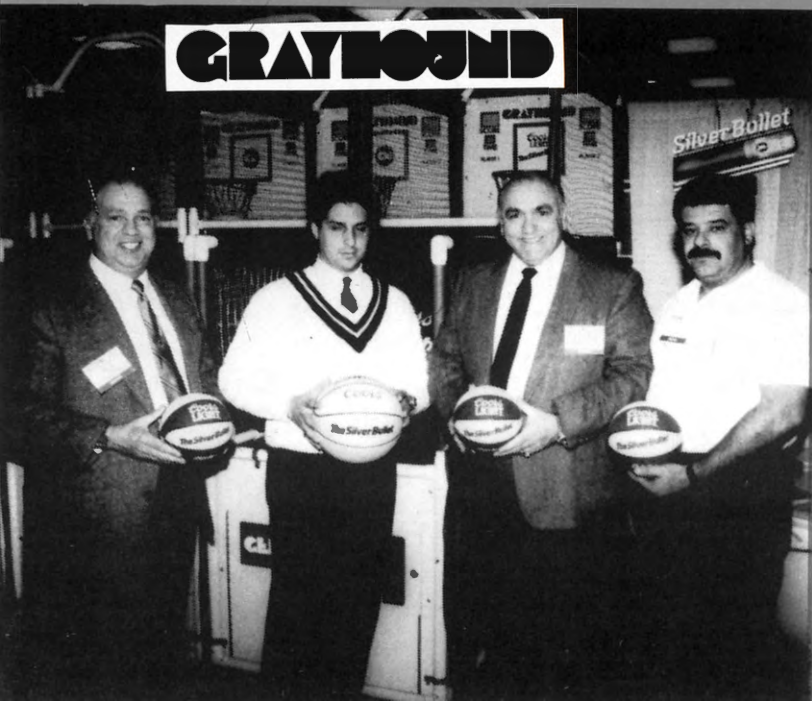
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- Super-8
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offspring. There has arisen a very serious split between the operating and manufacturing/selling sectors of the U.S. industry and this most certainly did not escape the notice of foreigners present at the **ACME, Reno - 1988.**

Few Surprises

Basically this year's ACME was a moderately successful, though not great, Trade Show, judged on what was to be seen and on offer from the factories. A week earlier there had been a Games Show in Japan and so, many of the newer games, videos to be sure, were not exactly appearing for the very first time, though they certainly were showing up for the first time in North America. Others were not show-new, but were very recent releases upon the American market.

There were on show, new videos, new pins, new jukeboxes and new novelties and redemption games. Mind you, brand new equipment did not appear in large quantities, but there was certainly a variety of new items, some of it quite surprising. And, everything did not appear on the floor. Much was presented in suites, for the benefit of distributors only.

As is to be expected of a manufacturing industry determined to bring things back to 1981/82 (some say to 1983 also), kits and systems were down-played and concentration was on the full-blown, "dedicated" games. In Jukeboxes, the stress was on compact disc phonographs and some of the largest manufacturers ventured into redemption equipment for the first time.

Canadian Views and Impressions

What do visitors to **ACME, Reno** who haven't anything as like a vested interest in it as its sponsors and propagandists think about the event?

To find out, we tackled a number of people who visited the show. These included operators, distributors, manufacturers and journalists, mainly from Canada, the U.S., and Europe in some cases. Typical of the general impression of the show were the remarks of **Jean Coutu, V.P. of Sales at Laniel Automatic Machines of Montreal...** one of the leaders in this industry in Canada. He said, "ACME '88 was well up to the standards it has set in previous years and they are very high when it comes to the way it is organized and run, and as to the quality and attractiveness of the booths. The siting too, was fine... once arrived at, but that's another story!"

"Bally's hotel made for a compact on-the-spot show location and it's understandable that Americans should want to spread it around their large and varied country to show it off to visitors. But, from the point of an international event, Reno is a difficult spot to get to, nothing like as easy as Chicago, or even Las Vegas for example. From Montreal, it's a long and frustrating journey." (Our own representatives from "Coin Box" spent 14 hours getting there, twelve of them from Toronto to Reno). You can get to London, Paris, Frankfurt or Rome much more quickly than Reno. Those were universal sentiments from Eastern Canadians and overseas visitors from Europe.

Mr. Coutu said, "This year's ACME Show was definitely "The Show of Basketball Games"... One year it's Pinballs.... Another year Foosball.... Another year Pool", etc., etc.

Mr. Coutu also noted that although there were new things to be seen they weren't all that readily apparent. As a distributor, he had some very pertinent remarks.

Said Jean "Numbers of my customers were very disappointed with what they found at ACME in Reno.

This was because they now get magazines and information out of Japan showing new games and equipment by well known "American" manufacturers which has appeared there and is often on locations. They expect to see this at a U.S. show and when it's not there, they feel disappointed and let down because they were expecting it. For example, Atari's "Final Lap" a two player racing game has appeared in Japanese publications and has been seen by operators here, but it wasn't at Reno. English trade magazines as well as European ones also show new games released there which don't show at U.S. events." Sometimes they are seen to be out in Japan several months before appearing in North America. From M. Coutu's remarks, maybe the Global Village is that, but only in communications, not in merchandise.

Many other people also agreed with the view that there wasn't very much of a really new and exciting nature. Most prominent were "shoot-em-up games", space and war themed and sports themed videos, of which there was the usual spate.

The violence depicted in some of them is going down very badly with a lot of the public which sees it as setting a bad example for young people at a time when youthful violence is on the rise. Video games as well as films from America are even getting blamed as contributors.

This has even been taken up by the trade press of Germany and Great Britain whose inhabitants and governments do not like this lawless aspect of the American scene and even go as far as banning some games.

The Canadian contingent of visitors was not as large as when the show is in Chicago, but many of those who were present came away with the view that whilst the U.S. industry appears to have rebounded to a decent level of activity and prosperity, things are far from well within it politically.

They noted the very obvious split brought about by the parallel board situation and remarked that this subject was present in many of the seminars and was being pushed as illegal activity by organizers of the ACME. At the same time, American operators were very "anti" over raids and intimidation they had received in respect of a matter not yet settled by Courts.

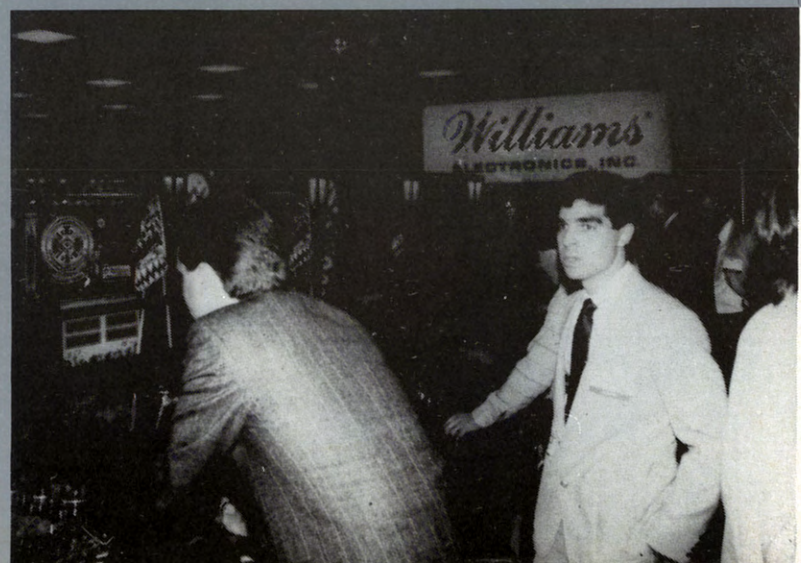
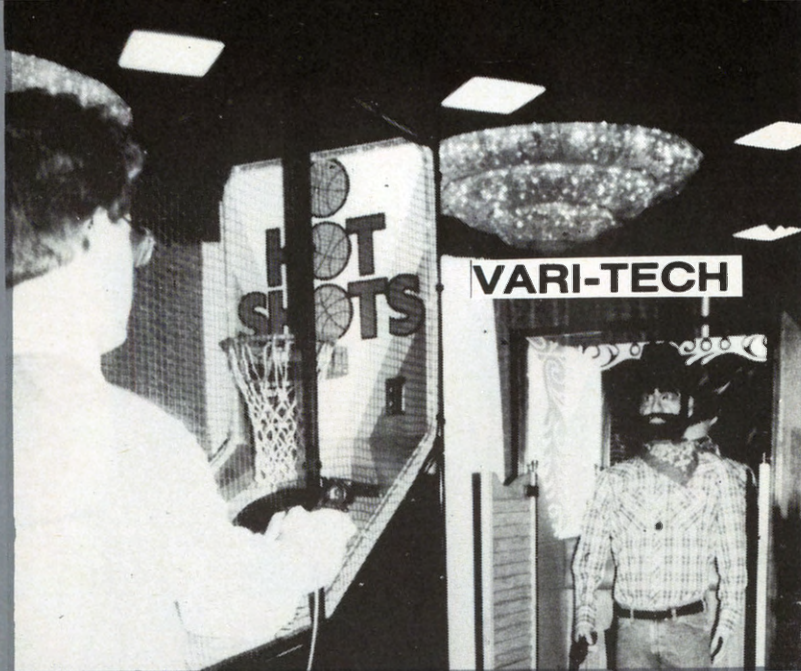
Canadians also noted that there was a great deal of concentration on the selling of complete games and that kits and new systems games were relatively scarce and getting very expensive.

Pinball games drew a good deal of interest from operators here and the feeling was that there were good solid games on offer, but as with videos, nothing startling. As one operator from Central Canada remarked, "We've had so many good pieces over the last three years or so that a game such as "High Speed" is a hard act to follow.... a lot is expected from what has gone on in the near past.

There is still a great deal of interest in coin-operated Music in Canada where, in many regions it remains popular and is even making something of a modest comeback. Progress in Compact Disc Jukeboxes is being watched very closely and there is a vast difference in the situation prevailing here to-day by comparison with that existing a year ago.

Again, M. Coutu when approached on the subject

Continued on page 11





Right is Steve Blattspieler of Midway/Bally sporting the broken arm - Did Jean Coutu of Laniel Automatic cause this fracture?



Right is Mr. Feuer of Merit Industries with Mr. Derek Gibson of Australia.



Gil King of Rowe Mfg. draws the winner of the new Rowe R-92 Combo Jukebox



Gil Pollock of Premier Technology beside their new pinball "Diamond Lady"



Ben Yahuda & Oscar Robins of Mayoni Enterprises



Greg Scarnecchia and Jeffy Maguire of Rowe Mfg.

Reno's ACME Show

Continued from page 9

noted that **Laniel Automatic's** jukebox sales are now running about 50/50 - 45s to C/D phonographs. He also noted that in shops - whereas ordinary records comprised 80% to 85% of what was stocked and displayed a year ago, it's now about 75% to 25% in favour of the compact discs.

Canadians viewed the redemption pieces on display in great detail. Although they are widely used in some parts of this country, mainly in Quebec and the Maritimes, they have also run afoul of the police in some other places. Thus, they are viewed with great interest, but also regarded with caution depending upon where one is doing business. Similarly, the **Poker games** are also very, very prominent in nearly all of Quebec and the three Maritime Provinces. Their use does appear to be spreading however, now even into Ontario.

Overall, Canadian visitors to this year's **ACME** liked many things about the attractive well-run Trade Show, but at the same time were somewhat disappointed at what they found there by way of exciting, innovative new video games.

Nintendo's PlayChoice 10 Has Many New Games

Nintendo is offering lots of new titles for their video system **PlayChoice-10**, including *Kung-Fu Master*, *Castlevania*, *Goonies II*, *Double Dribble* and *Mad Pacer*.

Nintendo has a very large library of games and they are continually adding more. For **VS.**, both *Freedom Force* and *Top Gun* are now available.

Nintendo's Cyber Tank

Nintendo also showed a new dedicated piece, *Cyber Tank*. The one or two-player armored tank game was impressive as it has side-by-side monitors for greater perspective plus guns with recoil action and has been very well received at the different expos where they've shown it.

This looks like a pricy game, but one that will give quick R.O.I. to the operator.

Blasted by Bally Midway

This **Bally** video is a two-player (interactive) game with the screen split vertically into two sections. Gameplay features scenes of buildings with lots of windows and enemy robots and people inside. The object of the game is to blast the robots.

Romstar's Ninja Warriors

This is a large game using three monitors (similar to *Taito's Darius*) housed in a nice-looking cabinet made by *Dynamo*. The graphics are superb. The game's action takes place on earth during some futuristic war. Two players (simultaneous) battle a wide range of enemies on the streets using ninja knives and stars to kill them.

Ninja Warriors will definitely be a top earner, at \$5,000-ish price... "Frank the Crank" said he felt this game was one of the top attractions at the show plus one test game in L.A. did around 650 plays a day. Seriously, this piece (especially since it's going to be built for Romstar by *Dynamo* in limited quantity), the factory says it came out of ACME back-ordered.

Atari's Galaga 88

This game is an updated version of *Galaga* sporting better graphics, new challenging stages and real good sound effects. For the few operators that bought the two games that can be updated, it will increase the earnings of that hardware.

Capcom's "Beer Frame"

This is the ultimate bar game or "Street Game". Everyone of all ages should love to play this ten-pin game. Using a track ball, you simply roll your ball down the lane. That's it, that's all there is to it. The game rewards you or picks on you, based on your performance. For a strike, cartoons will commend you.

This video bowling game lets the player control the degree of the ball curve and flashes cute artwork on the left of the monitor when you hit or miss the pins. Even though there's a track ball on the control panel, the game will sell as a vertical kit at around \$1,000 retail, U.S.

Blackwater 100 Pinball by Bally Midway

A very unusual pinball with ramps and different levels everywhere, **Blackwater 100** is based on a motocross race track and has some good features. Each "ball" starts off with 3-ball multi-ball play and you try to time hitting a button with the lighting of a green light on the playfield for bonus points. Bally is promoting 50-cent play on this pinball.

Leland's Viper

This game is available either as a complete game or as a system update for *Dangerzone*. In this video, the player also controls a helicopter, but does so from the first-person perspective. Looking out the helicopter window, the player pilots the chopper, shooting enemy planes, helicopters and missiles from the skies. By doing so, the player actually moves the monitor unit, which sits on a swivel base with controls just as with *Dangerzone*.

It's got more depth than *Dangerzone* and the cabinet is styled nicely so you can either sit down or stand up (great for the little fellows). They also showed a cocktail-styled cabinet which is played by two folks side to side and takes either *Quarterback* or *Strike Zone*... an excellent idea!

Leland's Quarterback

There was great activity around the Leland Booth with operators viewing and playing "Quarterback", Leland's winning football game.

This is *Real Football* with the players calling their own plays and the spring-loaded joystick gives them the complete control of the passing and the kicking game... cheered on by the realistic sounds of the crowd and players. The exclusive individual stat storage feature keeps players coming back for new and even more challenging games.

Quarterback features one or two player head to head action and has a dedicated cabinet that houses a big 25" high resolution monitor.

Atari's Vindicators

This is a two-player (interactive) tank-based game. To

Continued on page 21



In the Pop-A-Shot basketball booth are Greg Perrie and Pat Sweeney



Far left and far right are Mr. and Mrs. Jerry Janda of New Way Sales, Toronto with their two daughters, Tiffany and Azure and in front, Stephanie and Tracy, Paul Janda's daughters.



By Arcadia Systems new cabinet is Ray Musick of Sparton Mfg., Edmonton



Alan Schafer & Emil Marcet proudly displaying their "Award of Excellence" from Playmeter Magazine, voted on by operators nationwide "For Valley's Service, Quality & Innovation"



Coinco booth with Scott Wellwood and Mike Duree displaying the famous Coinco line of changemakers & parts.



With new Gremlin, wall-hung video "Skeet Shoot" are Z Katz, R. Pecoraro, C. Stetson and Tom Liskowiak

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Mr. & Mrs. Art Anastasi of Bowcorp Distributing, large distributors from Red Deer, Alberta



Ralph Winfield of Ralph's Automatic, Burnaby, B.C. with Jean Coutu of Laniel Automatic, Montreal



Mary Fujihara beside Atari's new game "Vindicators"

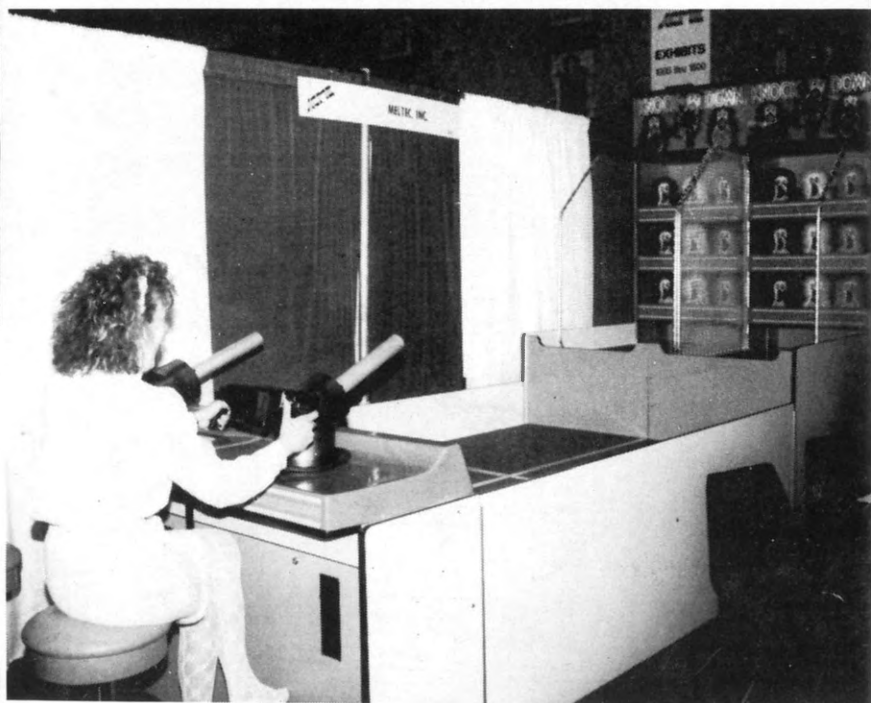


At SNK's display are Paul Jacobs of SNK in front of their new game "Fighting Golf" and David Stroud of Progressive Mfg.



Bill Nemgar, Melody Sutkowi and Emil Marcet of Valley Mfg. in front of another winner by Valley "Valley Cougar Darts"

Robert Powell of Redstone Corporation with the "Funny Fone", with the hilarious joke phones - looking for Canadian Distributors.



At the Meltec booth "Knock Down" was active with many trying their score -- "Big constant earner" said one operator "and ticket redemption feature ideal for arcades!"

New Candy Vendor Gun Game "Silver Dollar Saloon" By Johnston



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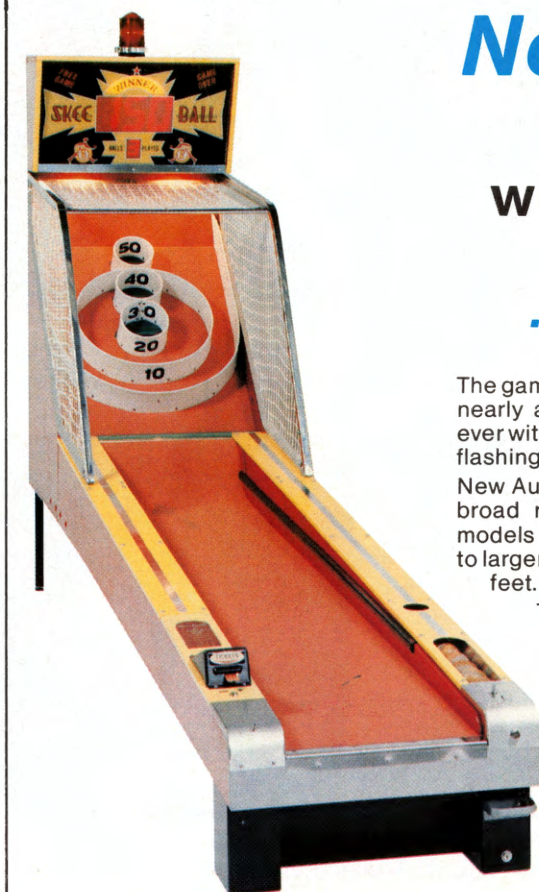
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A variation of the standard game is also available: *Bonus Ball*, with two more scoring pockets that can deliver 100 extra points per pocket.

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Now there's also a Mini Skee-Ball for the kids. But don't let the little size fool you, for even adults can find it an exciting challenge.

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In the Arachnid Dart Booth are Bernie Powers, Gene Harlan, Bob Hodges, Chris Young, Paul Beal, Sam Zammato



John Popadiuk of Sarnia, Ont. with Ed Schmidt of Bally Mfg.



Mr. Nolan Bushnell & Mr. Bromley



Stan Jarocki and Ben Rochetti of Taito Manufacturing.



Patrick Suverein of Suzo Trading who manufactures the new "Inductive Control System" joystick. Dist'd by J.S. Sales, New York - Leland has installed Suzo Joysticks on their famous "Quarterback"



From M & B Dist'g, Burnaby, B.C. is Marty Elder and Mike Manager of Mike's Amusements of Prince George, B.C. with Mike Cooper of New Way Sales, Edmonton, Alberta



Jo Peters of Wildcat Chemicals with Felicia Peter & Steve Anderson of Music Vend Distributors



Mike & Kim Yaffe of Status Games introducing their new "Guess-A-Sketch" super trivia game



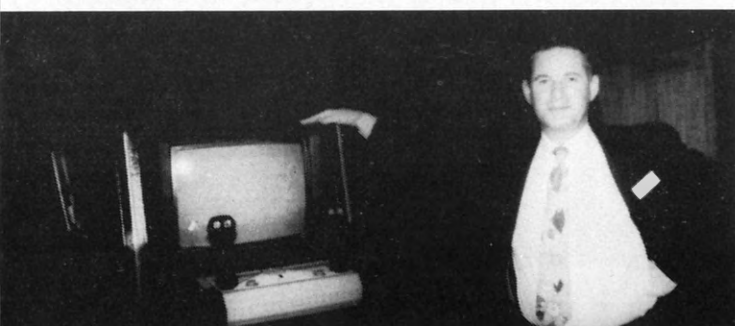
Cathy Savitt of Nintendo with the new shooting game "Freedom Force"



In the Merit booth are David Rubenstien, Jack Houriet, Rick Lynch, Adrienne Bennett, Mort Ansky and Mike Gannon



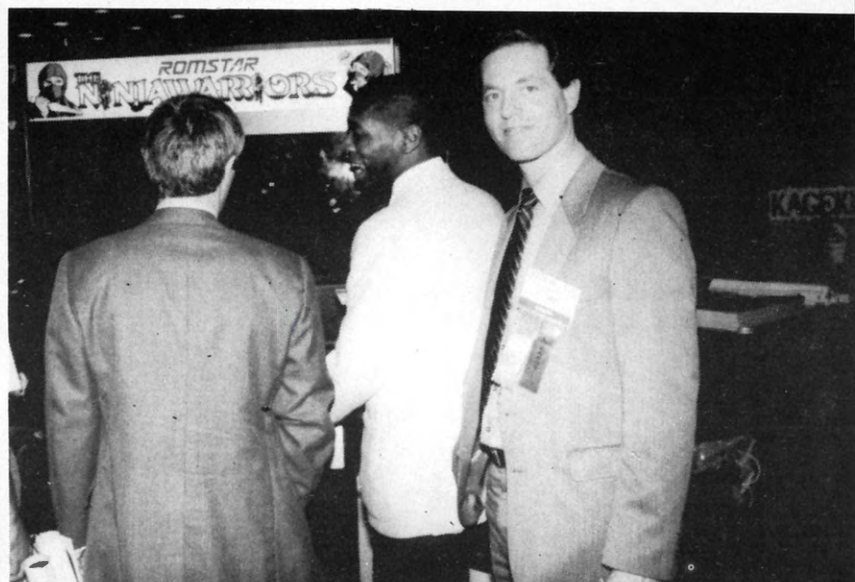
Jean Coutu of Laniel Automatic, Montreal with Frank Ballouz of Nintendo



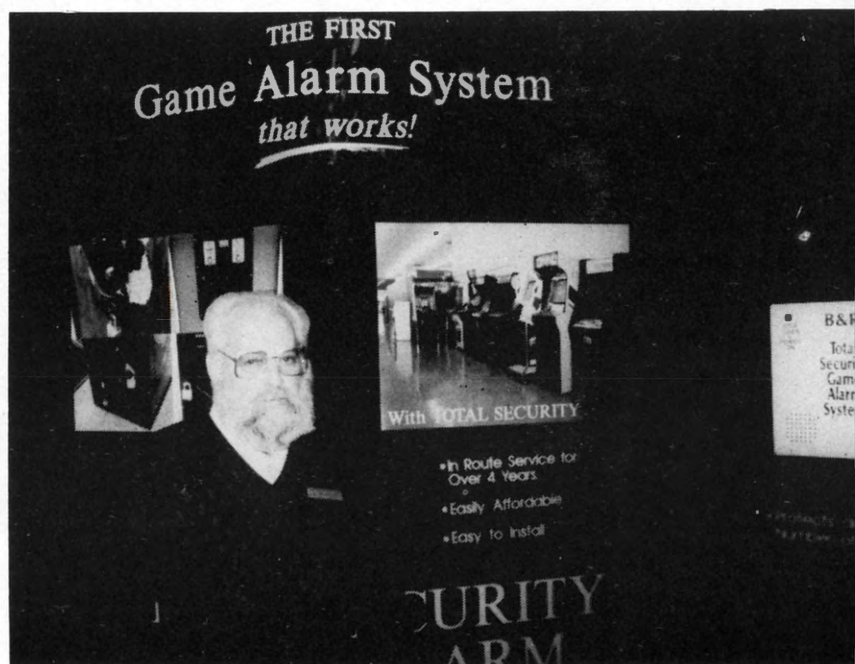
Dan Viescas of Leland Corp., beside their top seller "Quarterback"



John Fisher and Ken Standell of Southern Music, Alberta who are Big-Big-Big in Dart and Pool leagues! "That's where the push is and the money follows", says Ken. "Darts and Pool tables create regular steady players wanting action -- and we get it -- and everyone is happyLocation and All!!



Frank Seninsky by "Romstar's New Winner", says Frank ...Ninja Warriors"



Bud McChesney, Total Security Alarms,

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In the Dynamo booth are - centre - Bill Cravens, left - Bill Rickets and right - Mark Struhs of Dynamo displaying Dynamo's new system 25" cabinet with a "Shinobi" kit. This revolutionary new 25" cabinet allows the operator to convert a game in the shop, take to location and slide drawer in ...no moving of heavy games from location to location. Suggested Retail \$1,295 U.S. for cabinet (without kit)



Jeff Smart of Smart Industries beside their new "Shoot To Win" Basketball game which is lighter weight - 250 lbs., breaks into two pieces and has the same features as their larger "Shoot To Win"



From Ralph's Distributing, Burnaby are Yee Won and Gene Peacach, and from Ralph's Distributing, Alberta, are Mr. & Mrs. McDougall. Ralph's Distributing has 12 offices across Canada from Vancouver, B.C. to Ottawa, Ont.



Jeff Furneau & Brian Scaplan of J. F. Furneau Distributing of St. Johns, Nfld. - Large Amusement Operators - Jeff says he has been developing his vending over the past 2 years and finds it very profitable and stable and the new \$1.00 coin is greatly increasing profits.



Tom Leon of Kiddie Rides with his rebuilt, used kiddie rides.



Deborah Goeller of Mobile Record Service with four catalogues of over 8,000 records listed for sale.

Reno's ACME Show

Continued from page 11

control the tank, each player has two handles with fire buttons. The sound effects are excellent. The cabinet is similar to the one used on **Xybots**, and makes for a nice-looking dedicated game.

Sega's Thunderblade

This is available either as a dedicated upright or as a simulator ride-on.

This new video attraction from Sega should be a winner even though expensive. The player with a joystick, pilots a helicopter bombing and firing at enemies. The gameplay features two different flying perspectives (forward and down), as well as excellent graphics and sound. On the simulator version, the player uses the joystick to move the ride-on portion of the cabinet (which looks like part of a real helicopter). The simulator moves mechanically, not by the use of motors, which should eliminate most service problems.

Kageki Universal Conversion Kit By Romstar

This two-player interactive boxing game is similar to Data East's Ring King with larger characters and new moves. However, it is different enough to stand very well on it's own. This was one of the better kits at the show.

Thundercade By Romstar

This is a universal vertical kit... and is a two-player interactive shoot-'em-up game with weapon supply that builds up during the game offering lots of excitement and thrilling action.

Heavy Barrel by Data East

This is a universal vertical kit and is also available as a dedicated game in a Dynamo cabinet.

Heavy Barrel is a dedicated or kit video and is a two-player interactive shoot-'em-up game. It uses rotary joysticks. The gameplay is somewhat similar to Ikari Warriors with different scenes and enemies. Sold in conversion and dedicated versions, the operator has a choice.

"Secret Service" Pinball by Data East

This spy-vs.-spy-themed game has all the markings of a top earner. You may be able to play three balls at a time, ride the bridges all day long, listen to the best pin sound system out or just pick and choose your shots. Picking your shots is what makes this pinball great.

This pinball has fast action, non-stop challenge with lots of excitement.

"Cyclone" Pin by Williams

Everybody knows the fun of a carnival... Williams takes it one step further in their pin. This game has almost everything a fun park has: a ferris wheel, a shooting gallery, a fun house and a roller coaster. The game is very easy to handle, as the player goes into the spook house to spin the mystery wheel or collect their bonus for riding the ferris wheel.

This certainly looks like another winner for Williams! It creates the fun and magic that interests all ages.

Tecmo's Kit "Silk Worm"

Tecmo's Silk Worm horizontal kit was very popular. This one-or two-player outing has a buy-in feature and offers great potential. The graphics are excellent and very realistic. Tecmo, still selling their Tecmo Bowl, also had Gemini Wing, a vertical kit.

Dynamo's New Universal Cabinet Draws Big Interest With Removable Drawer

Dynamo showed samples of their brand new System 25 universal cabinet at ACME. This essentially offers operators the 25" color monitor in the easy-change Dynamo cabinet and Mark Struhs reported great interest and business received at the show for it. The item can be used at least two ways: the distributor can sell it with a new kit already installed or the operator can buy a "naked" one and put his own kit in.

Besides sporting the huge 25" monitor, the large cabinet also has a removable drawer enabling operators to do conversions in the shop, head on back and slide her in.

Dynamo will continue making their 19" monitor cabinet and shortly will add another 19" model with a removable drawer as well as yet another styled like the System 25 (but scaled down to hold the 19" monitor).

"Secret Service" Pinball by Data East

Data East's second pinball is a fine effort. Full of flashing lights and great sound effects, (including such popular spy songs as the themes from Get Smart, Mission Impossible, Secret Agent Man and The Spy Who Loved Me). The play is very fast-paced and full of excitement. One reason is an extremely strong flipper coil. One feature is the "super spinner" where the value of the spinner is on a count-down timer, and makes the game intensely exciting.

Nichibutsu's Terra Force - Universal Horizontal Kit

Terra Force is a space-themed game in which the player controls a spaceship while shooting at and avoiding enemies. There are two sections of gameplay and the player can transport himself from one to the other. The graphics are very good. Nichibutsu has installed an updated program that is easier to play than the original version shown at AMOA. This is a very reasonably priced kit.

SNK's Fighting Golf - Universal Horizontal Kit

This is a golf conversion using a joystick and buttons much the same way as VS. Golf. The game sports good graphics. With the golf season always popular, this is sure to have lively play.

Novelty Games Galore

U.S. Games' Mike Pace was busy displaying his throwing arm with his **ProFootball Machine** - One has to throw footballs at holes of varying sizes... sure to be popular in Canada and the U.S.



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Mr. Joe Dillon of Bally/Midway

ACME Show

"Super Duper Casino" was also on display.... Now offering 10 top games in one Conversion Kit.

Championship Basketball by Grayhound Electronics

Carman, Tom Ricci and Brian Petaccio of Grayhound were pleased with the large orders received on both their **Touchdown Football**, as well as their 1 or 2 player **Basketball Game** which has music and ticket dispenser.

POP-A-SHOT Basketball Skill Game

Is being widely promoted in Canada with tournaments and league play. This firm has a unique purchase program for operators.

Master-Shot by Gamemasters

Ideal for Restaurants & Bar locations with sizes ideal for both women and men has ticket dispenser for redemption and is fully enclosed with newest electronic scoring device.

Design's Quick Shot Basketball

This game has easy collapsibility of game to door height, fast ball return and highly visible LED readouts with latest solid-state electronics.

New Audio Skee Ball

With sound, flashing lights & digital scoring has long been a proven money maker - available in sizes 6 - 8 ft. long for children (or adults) and for adults 10 - 13 ft.

Shooting Games Prominent

Atari's "Pot Shot" Game

A redemption shooting game that is based on accurate shooting skills. The gun is similar to a Gatling gun... a cluster of steel balls are fired with each revolution to aim at 3 rotating carousels that have shelves where prizes are displayed.

Sega's Bull's Eye

A great deal of attention was created by the incentives being offered for hitting targets. Five out of five hits was rewarded with a casino chip worth \$100, so even the most disinterested visitor was encouraged to have a try. Even without this draw, however, the game is

undoubtedly fun to play and exudes the quality finish one has come to expect from Sega.

At the end of the game, the target is dispensed and tickets are dispensed, the quantity depending on the number of targets hit.

Taito's Top Shooter

The Taito game, called Top Shooter and designed by Kasco, operates along similar lines as Sega's, but no redemption feature. The unit uses a replica Sterling sub-machine gun and can store up to 100 cards at a time.

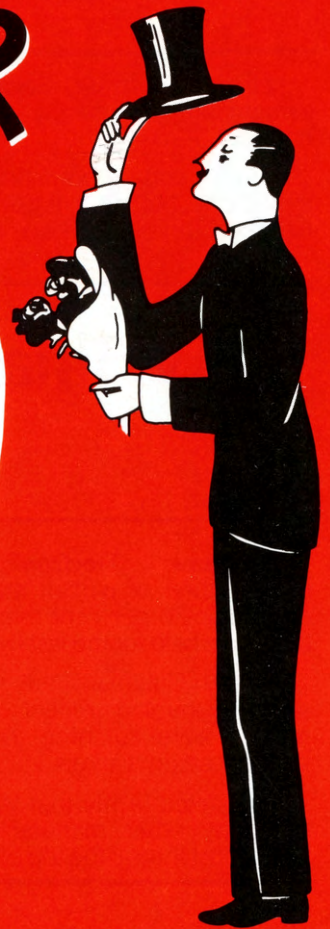
Jukeboxes

There is a big push going on in the U.S.A. to promote coin-operated phonographs. This is led by the AMOA which hopes to recover some of the Jukeboxes' former popularity over the course of 1988. Quite naturally, at the ACME, the big thing was the **Compact Disc Jukebox**, pioneered some three years ago by a **Seeburg** revival of that famous old J.B. name

- **Seeburg**
- Showed a new all C/D "Classic" model employing nostalgic, old time cabinet styling and featuring a huge 60 disc capacity. Special hot discs from Seeburg were also on offer. The "Classic" follows the earlier "Laser Music Box".
- **Rowe**
- featured its video jukebox, as well as its combination 45 RPM record and C/D jukebox which has been out for a while.
- **Rock-Ola**
- Showed its combination 45 RPM/C/D "Signature" jukebox. It was seen last autumn at the AMOA Show and features founder David Rock-Ola's signature. The company also had on display its 40s styling "Nostalgia" phonograph.
- **Wurlitzer of West Germany**
- Showed its combination 45 RPM/C/d old style "One More Time" Jukebox which has been selling very well right across Canada.
- **NSM Lions of West Germany**
- Displayed its "Laser City" jukebox, very similar to its "City IV" model in styling. However, its German player unit has been replaced by a Japanese "Sony" unit.

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Dimensions

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More Manufacturers Use Polaroid Stickers To Stop Copiers

Leland, Romstar, Sega and Tecmo are the newest gamesmakers to use the **AAMA Protect Stickers** made by Polaroid.

These copy-proof stickers are there to ensure you that you're buying a legitimate board made by an **AAMA** member. If you don't see it somewhere on the board, call

the manufacturer or **AAMA** to double check. Only four major members aren't in the sticker program yet but the association believes they'll start soon...

Soon there will be no excuse for Operators to say "I didn't know it was a copy!"

Williams Claim To Be Holding 70% of World Pinball Market

Williams Electronics, the world's largest manufacturer of pinball machines, claim they are holding onto their 70 per cent market share across the world that they have held for the last five years.

Marty Glazman, the vice president of international sales, dismissed recent reports that Bally and other makers were catching them and even exceeding their sales in certain markets.

He stated firmly that Williams were shipping far more than any other manufacturer and that their machines were constantly at the top of all the charts.

Mr. Glazman also dismissed reports that their star designer Steve Ritchie might be moving over to join Joe Dillon at Bally-Midway. He told AB: "Steve is firmly contracted to Williams for the foreseeable future and there is no truth in recent reports that he has assisted Bally in the design of some of their models."

At the English Show, Mr. Glazman was presiding over the European debut of the new Space Station which has been rapturously received, especially in Germany where the pinball market is vast!

Grappler Goes On Brewery Test In England

The Grappler, the Canadian designed and built arm wrestling tester, is going out on site test with Allied Breweries shortly to assess its potential in public houses.

The Grappler has a cabinet very similar in size and format to a pinball but of course is a totally different sort of game.

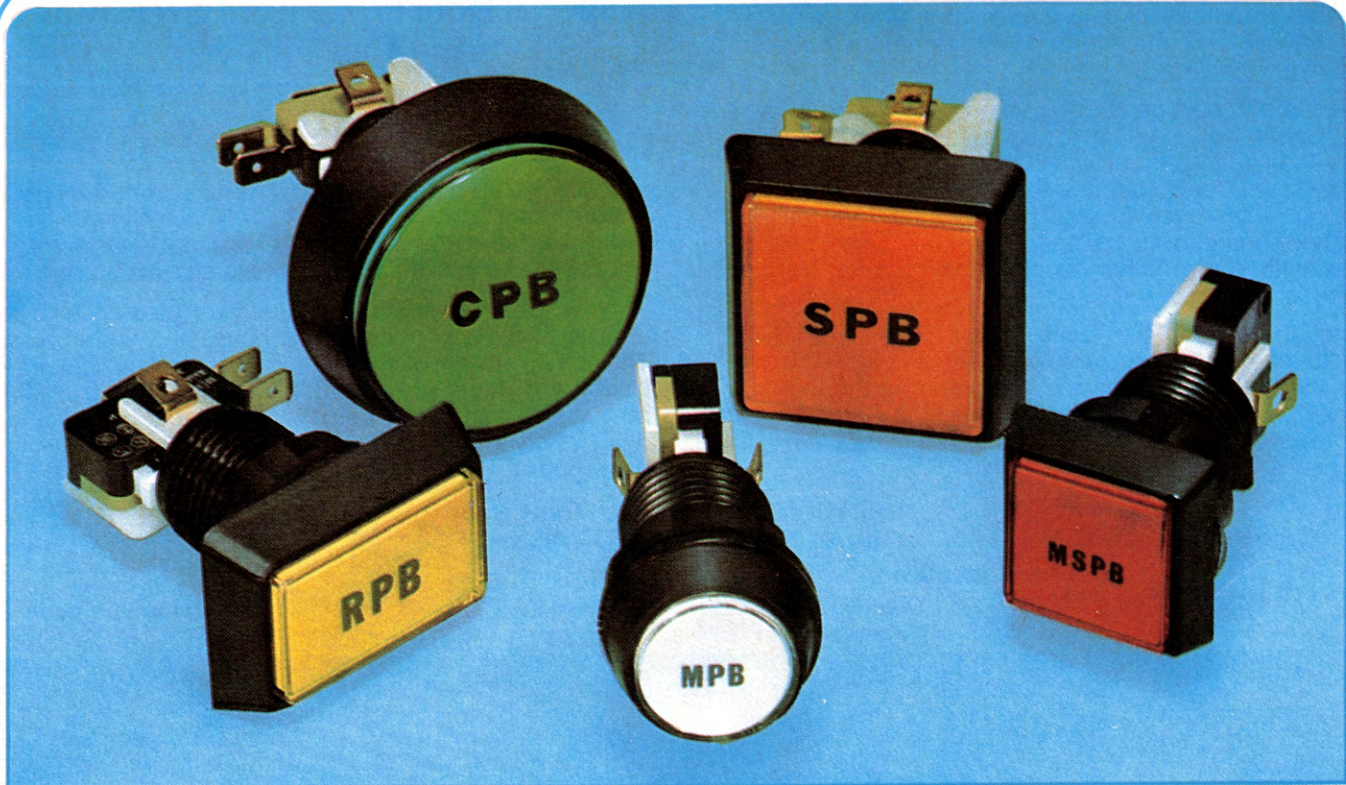
It is also totally different to the ill fated Arm Wrestling machine created by Modern Leisure a few years ago. That machine failed completely under test and had technical problems.

The Grappler comes at a time when single sites are again receptive to novelty games and it is hoped it will find a niche!

Grappler is distributed exclusively by Deith Leisure and Bob Deith, head of the company, has shown plenty of enthusiasm for the new concept. He has also revealed that he will be selling the machine for a price of around a thousand pounds. Credit to Coin Slot.



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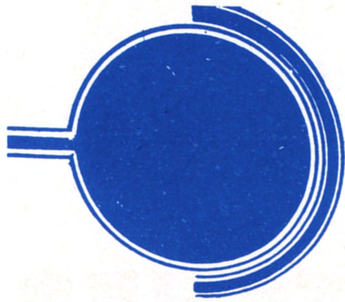
THE CHOICE IS YOURS . . .

COINCO's Illuminated Push Button Switches are available in a range of shapes and sizes — circular, square and rectangular. The buttons are available in red, yellow, green, amber, white or blue, and we can print buttons with any message or symbol that may be required. All models have a common screw mounting, and a mechanism which features a spring-loaded button with a probe that operates a single-pole miniature-switch on the rear. The switches are installed in a simple, snap-in bracket making them easy to remove, or replace without disturbing the setting. This feature also simplifies lamp replacement.

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New Way Edmonton Holds Williams School

On March 27, 1988 **NEW WAY SALES** at 18141 - 107 Ave., Edmonton, Alberta were hosts to a **Williams Pinball School, Show and Open House**.

In spite of blizzard-like conditions and all highways closed south of Edmonton, of the 90 guests booked, 45 were able to attend. Many guests from as far away as Saskatchewan and the North West Territories were in attendance.

The school, starting at 10 A.M. and conducted by Mr. Tom Cahill of Williams, was very informative, understanding and street oriented.. Aside from giving away special trouble shooting literature and small parts, a few good laughs were shared by Mr. Cahill and guests. The school broke for lunch and many guests were able to discuss with one another the information they learned from the school.

After the school, the **Open House** commenced with the help of the Factory representatives sharing with the guests the information on new equipment in the industry and they provided many useful Technical tips on the right ways to overcome problems which sometimes arise in many new games.

Factory representatives in attendance were: Frank Cosentino of **Atari**, John Buras of **Premier**, Paul Wiederanders of **Capcom** and Cary Mathis of **Leland**.

Special Door Prizes were given away And They Included:

- 14" Color T.V. from Konami, won by Ned Stiles of Westlock
- Microwave oven from Premier, won by Quarterflash of North Battleford, Sask.
- R.B.I. kit from Atari, won by Victory Amusements of Edmonton.
- R.B.I. kit from Atari, won by Als Vending of Legal
- Tote Bag from Williams, won by Stargate of Calgary

New Way Sales and Staff are very pleased with the turn out to the school and open house and wishes to say **"Thank You"** to all of their customers and distributors for making this day such a successful event.... And to all of those guests that could not make it (blame the weather), they missed a great school, delicious food, laughter and many useful tips on operating and equipment servicing!

Mike Cooper
New-Way Sales

Paul Wiederanders
Capcom

Tom Cahill
Williams

Cary Mathis
Leland Corp.

John Bouras
Gottlieb

(Names Left To Right)

Frank Cosentino
Atari

Yvonne Heemeryck
New-Way Sales

Paul Janda
New-Way Sales

Jerry Janda
New-Way Sales

Continued on page 28



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Canadian English Mark Darts Championship To Be Held In Montreal, April 23 & 24th

Flexmatic English Mark Dart Tournament In Quebec Had Over 60 Leagues Participating

Mr. Pierre Chartier of Flexmatic Ltd., the manufacturer and distributor of Arachnid's English Mark Dart Games in Canada advises that:

"All over the world, players of English Mark Darts are getting prepared for the Bullshooter III, World Challenge of Champions."

The Canadian Dart Championship will be held in Montreal, April 23rd and 24th, 1988. Champions will then be eligible for the World Challenge of Champions in Chicago, May 28th, 29th, 30th 1988. This promises to be exciting!

L'Imprevue of Brethier Quebec, played host to the winter league wrap up.

Michel Pichette co-sponsored this well organized event. Michel was happy to see that nearly everyone turned out for the event. Over 60 leagues participated. Michel says that "The event was held over at L'Imprevue, bar owner Jean Benoit was proud to award the winners there with well deserved trophies. Thanks Jean, you were a great host."

Top honors went to Jocelyn Clement and Gerard Lachapelle while Luc Pellerin and Sylvain Lebrun captured 2nd place. Louis Gendron and Jean Paul Poitras took 3rd place.

The Darts Tournament Is A Tremendous Tool For Operators to Use to Promote Darts!

Arachnid, Inc. - BullShooter III the \$100,000 English Mark Darts World Challenge of Champions promises to be the biggest, most extravagant, promotion in the history of plastic tip darts.

Events will be held all over the globe in the next 5 months, and qualifying tournaments for the third annual Memorial Day finals May 28, 29 and 30, 1988.

The World Challenge of Champions qualifying tournaments began in August with a \$5,000 tournament held in Seattle, WA. and many others held elsewhere.

Canadian Regional \$5,000 April 23-24.

All these tournaments are \$5,000, seven event, two



Marc Gertin

day playoffs. The top three finishers from each event will also receive qualifying certificates for the finals in May.

This is truly a "World Challenge" with qualifying tournaments also being played for West Germany, Canada, Australia, France, and Japan.

Regional Tournaments Very Successful!

"The 'Regional Tour' format of \$5,000 tournaments was very successful last year," says Arachnid's Tournament Director Sam Zammuto; "Players were really excited having good money tournaments to go to in their area. Regional tournaments during the BullShooter II last year drew as many as 400 players."

Canadian tournaments excite players and encourage them to play English Mark Darts on a regular basis. \$5,000 cash is guaranteed by Flexmatic of Montreal. The BullShooter Magazine reports thoroughly on each regional, providing insight on the best players, interesting sideline stories, and the best places to play darts. The BullShooter, in it's fourth year of publication, enjoys a circulation of over 10,000 and is respected throughout dart communities.

Continued on page 32

Put the
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RECRUIT THE WINNER

Quik Shot

VITAL STATISTICS

BUILD: Rugged galvanized steel frame
HEIGHT: 6'6" to 9'6", LENGTH: 10'0", WIDTH: 31.5"
LEGS: Adjustable playing height (8'6" min.)
WEIGHT: 375 lbs.
QUICKNESS: Fast ball return for quick play
POWER: 12-volt low voltage
VOICE: Sound effects for score, bonus and game over
BRAIN: Solid state microprocessor-controlled
EYES: Large, highly visible L.E.D. read-outs
EATING HABITS: Low maintenance ensures max. profit
POCKETS: Large coin box holds over \$1000
HANDS: Tamper-proof gate mechanism
SCORING ABILITY: Adjustable bonus game — 30, 40, 50 pts.; bonus game score adds to first game score; 3-digit score allows 199 pts.
PLAYING TIME: Adjustable game time — 30, 40, 50 sec.; timer starts after first basket
EQUIPMENT: Includes 5 balls; ticket dispenser optional
SALARY: Competitive price

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Top section telescopes below door height for easy moves.

Flexmatic Dart Tournament

Continued from page 30

Operating members of the **English Mark Darts International Association** may purchase qualifying kits containing the certificates, colorful location posters, hotel information, and an informative packet of rules and guidelines for setting up and running a successful BullShooter league program. Membership to the EMDIA is \$50 annually, each EMDIA Operator member receives 50 copies of BullShooter magazine each month to distribute to locations and players.

"The championship is ideal for dart shooters of every calibre", says **Russ Peters of Arachnid**, "there will be something for everybody. 264 individual cash prizes guaranteed, trophies, challenge matches for the European and Australian Cups, and a gathering of about 5,000 of the best dart players from all over the world."

Last year's BullShooter II the \$50,000 English Mark Darts International Grand Tour was a huge success with over 2,100 dartists at the finals alone! Shooters from virtually every state, and four Continents were on hand. In 1988, two more continents will be represented.



Luc Pellerin

Sylvain LeBrun



Jean Benoit



Jocelyn Clement

Gerard Luchapelle



Louis Gendron

Jean Paul Poitras

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Canadian Championship \$5,000 POP-A-SHOT Darts Tournament April 30, 1988

- Toronto & Alberta Prize \$250
Plus All Expense Paid Trip
- National Prize \$5,000

Below is sponsorship information of the Canadian National POP-A-SHOT Championships.

The finals will take place on April 30, 1988. Local qualifying will be held at every POP-A-SHOT location, continuously from now until that date.

50 Different Locations Will Be On Line To Run A Qualifying Tournament In Ontario

This number includes over 20 bars in Southern Ontario, 20 in the Toronto Metro area, as well as locations in Peterborough and Oshawa. There are currently 20 games in the Calgary & Lethbridge area, with approximately 20 more scheduled for Edmonton.

Preliminary Competitions

Preliminary competitions will be held at each POP-A-SHOT location to determine the top three location champions. They will be awarding certificates of entry to these three winners, which carry a value of \$10....This being the amount to enter the Ontario Provincial Championship.

Additional entrants will be allowed to register and attempt to qualify that afternoon. The finals are being held at the Zacks Tavern on Eglinton and Danforth.

Alberta Championships April 30 Also

The finals of the Alberta Provincial Championships will be held on the same date, the location to be announced soon.

Prizes: All Expense Trip

Both the Alberta and Ontario Champions will receive an all expense paid trip to the 100,000 POP-A-SHOT WORLD CHAMPIONSHIP, where 1st. place is \$5,000. There will also be cash prizes awarded to 4th place.

In addition to this, there will be a shoot out between the Ontario and Alberta Champion for an extra \$250 and a huge trophy declaring him the Canadian National Champion.

Charity Fund Raiser For Muscular Dystrophy

They are currently in negotiations with Muscular Dystrophy to utilize this championship to raise funds.

An all-you-can-eat buffet will be offered at Zacks before the tournament, with proceeds going to Muscular Dystrophy. Also, every dollar that goes into the four

POP-A-SHOT dart machines during the tournament, will also be donated.

Tournament Expects Big Media Coverage

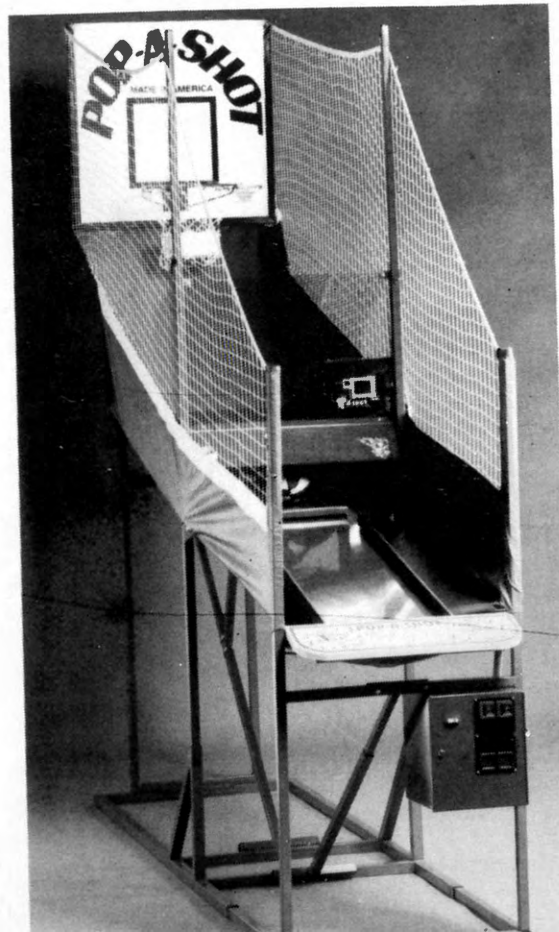
They anticipate a tremendous media response to this promotion for this new, exciting championship.

Proper Promotion In Local & Regional Areas Guarantees Top Play

POP-A-SHOT has developed a Local, Regional & National League & Tournament format designed to generate maximum player appeal and involvement. These promotions, on an ongoing basis, guarantee consistently high revenues for you in the coin box.

This means a higher return on investment to you.

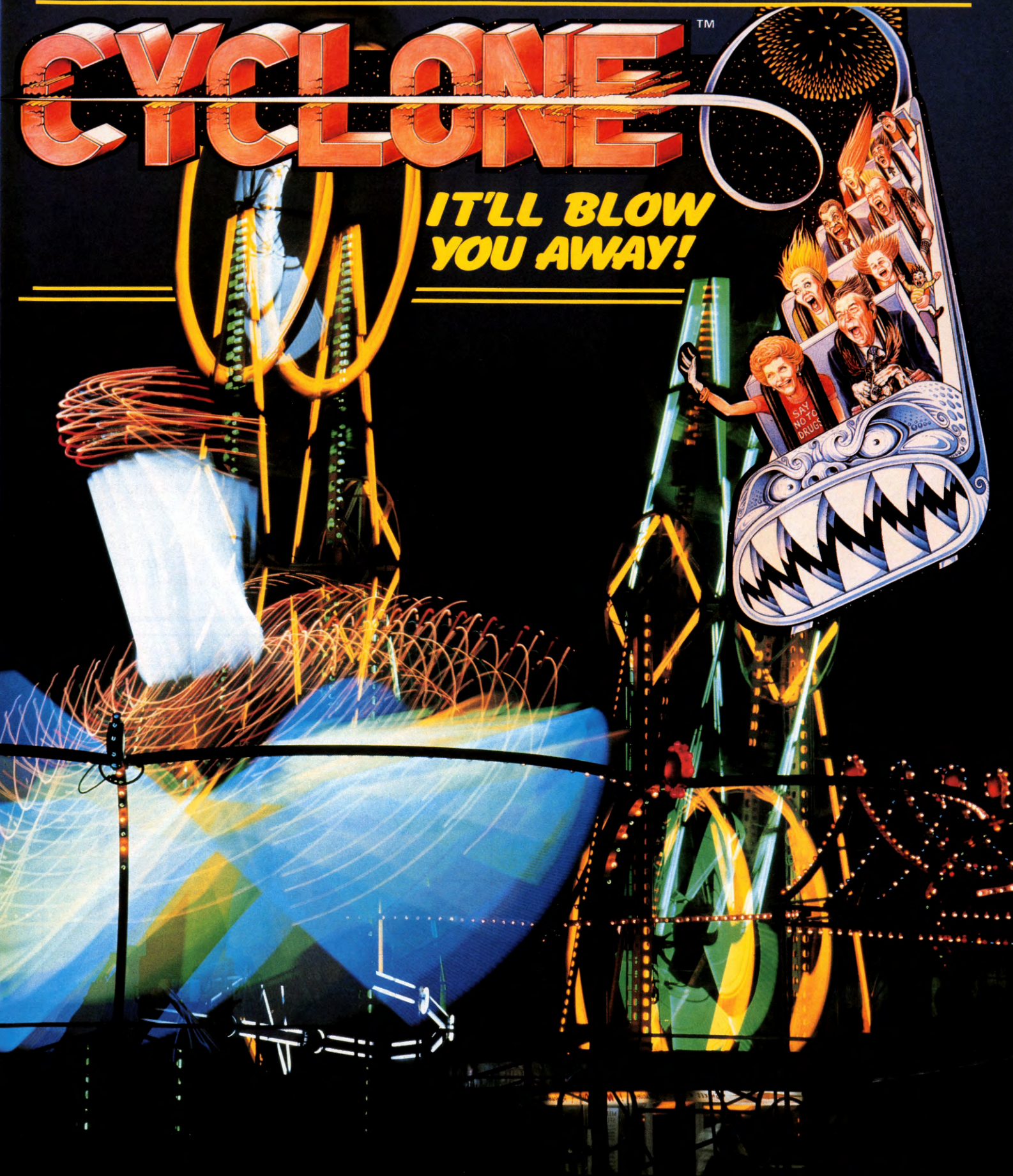
Plus a full time promotion staff to handle all the details.



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**IT'LL BLOW
YOU AWAY!**



**From the most powerful force in the
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ELECTRONICS GAMES, INC.



Betson's 'Lotto Fun' Combines Video Fun With Prize Redemption



Mr. Art Warner of Betson Mfg., beside their new "Lot- O-Fun"

Betson Enterprises' video redemption game, "Lotto Fun", is a coin-op version of the popular lottery contest, in which the player inserts one or more coins to play the game of his choice -- either three, four, or six.

The operator may adjust the functions of "offered games", "pricing", and "awards".

After inserting his coins, the player pushes a button for the game selection screen. He then manipulates the

joystick to move the arrow to the game desired, then pushes the button to start the game.

A lottery card and a "marking pencil" appear. The player moves the joystick to the desired numbers, and pushes the button to enter the selection. When the proper quantity of numbers are selected or the allotted time elapses (in which case the computer selects the remaining numbers), game action begins. (Each number may be selected only once.)

On the screen, 16 balls enter a "mixing chamber" and bounce around. The action resembles the motion of balls on a billiard table. Soon, an instruction of "push button to open chute" appears. This activates the opening of the chamber gate and permits the balls to escape. (A program is available that allows the player to repeatedly control the opening and closing of the exit gate.)

If the existing balls match the player's three-number selection, he will be awarded tokens or tickets. In a fourth version of the game, the patron presses the button to play the previous game. An "average" game lasts about 30-40 seconds.

After a sellout production run for February and March, John Margold of Betson's Redemption Sales Division said that Betson is taking orders for April and May delivery of "Lotto Fun".

The Easy To Use Computer Title Strip Program For Phonos

The Title Strip Program and its continuous form title strips is a computer program designed to print song titles on the title strips. This solves the problem of no title strips for the CD's and some of the oldies that are being reissued without title strips. The program can also keep track of all the records at each location, plus many other features.

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"TIMES FOR WALLBOX USE"	"3,500 OF YOUR RECORDS"
"PRINT A SEPARATE LIST"	"PRINT THE LIST"
Of All Your	Alphabetically By
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"OR PRINT THE LIST"	"AND YOU CAN PRINT"
Alphabetically By	The List By Your Own
"SONG TITLES WITH ARTIST"	"RECORD NUMBERING SYSTEM"
"PRINT ANY RECORD"	"ALL THIS AND MORE ON"
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Konami's New "Super Contra"

This is a dedicated upright with 2 player interaction with buy-in and continuation features, and vertical monitor. Each player's controls are an 8-way Joystick and two buttons - Shoot and Jump/Mega Shell.

One year after the battle with the mysterious Red Falcon

Organization, the earth seems to be free. However, they're back and this time they're more deadly than ever. Players are thrown into the midst of guerrilla warfare with not only the soldiers of Red Falcon, but an assortment of relentless aliens.

The player can pick up different kinds of power-ups to help him in his battle. His power-up intensifies if he captures the same item more than once:

- Laser
- Bomb
- Machine Gun
- Spread Gun

- Mega Shell - can only be used in vertically-scrolling stages.

In order to save the world, the player blasts through 5 perilous stages:

- Battlefield (Horizontal Scroll)
 - Inside the enemy base (Vertical Scroll)
 - Jungle (Horizontal Scroll)
 - In the Alien's Lair (Horizontal Scroll)
 - Penultimate Battle (Vertical Scroll)
- Hidden aliens attack in full force from both sides.

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NEW! 7 Casino Strip™ Discs



Status now has 7 different
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"Casino Strip"

"Casino Strip" uses actual film footage of live actors and actresses on a Laser Video Disc, with two full color monitors -- one for the cast of characters and one for your player hand. All packaged in a sturdy solid wood cabinet.

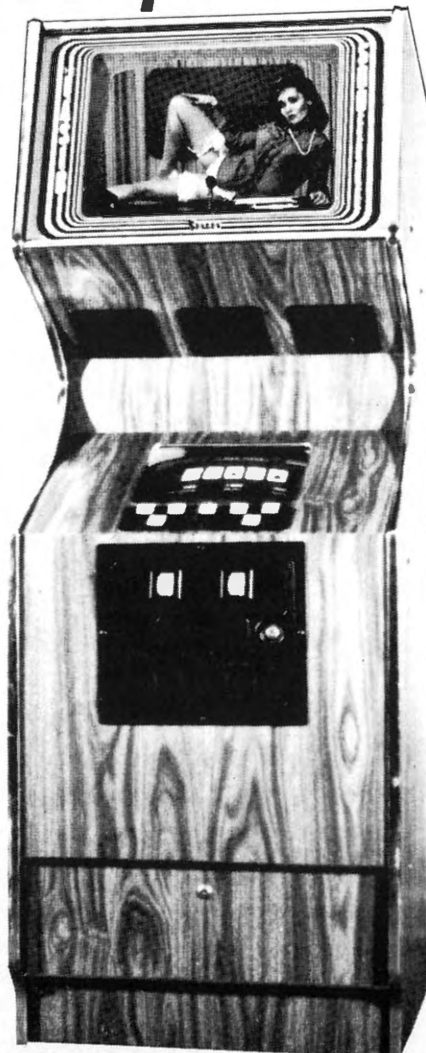
7 Casino Strip discs to choose from. Each disc has 8 separate characters. Two discs featuring all male characters.

Also available is a conversion kit which allows you to change your game in minutes, simply by changing a program chip and disc.

Developed, created and manufactured by Status Game Corp. Stripping action can be modified if desired.

Contact:

Status Game Corp.,
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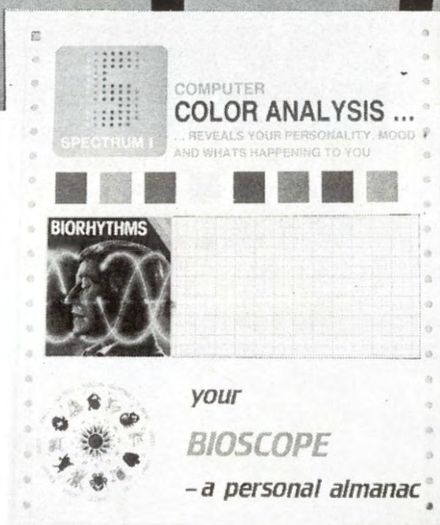
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PinballHas Exciting Light Show & Stereo Music

Data East announces the release of their new pinball machine **Secret Service**, in digital stereo. Complete with a movie quality back-glass, **Secret Service** promises to ignite pinball earnings and interest.

Secret Service sports an action packed playfield filled with long shots, amazing bumper action, ball eating target, actual molded Capital of our Nation, challenging ramps and **an industry first, instant two ball and instant three ball play.**

The light show promises the player an array of one of the most exciting light shows, including the jackpot effect which has been termed the best 16 seconds in pinball.

Secret Service pinball has true digital stereo, improves its speakers while featuring the hit music from "Mission Impossible", "Get Smart", "Secret Agent Man", and the feature hit movie "Nobody Does It Better".

In addition, **Secret Service** has cinema quality stereo special effects, sound effects and speech. Other improvements include automatic



switch testing, all plywood cabinet, custom message entry and walnut cracking flipper power.

Data East's entry into the pinball market has now been etched in stone by the overwhelming

introduction of the power packed game number 2, **Secret Service**. When asked for comment, Data East General Manager Gary Stern remarked "You ain't seen nothin' yet, we have only just begun!"

New Coin Operated Astro Scale

This ultra modern digital scale incorporates the latest technological breakthroughs in the field of weight measurement. The coin-operated, AC or DC powered **ASTRO SCALE** stands alone - attractively -- in any location.

In these weight and health conscious times **ASTRO SCALE** attracts attention. Part of a modern, eye-pleasing graphic design that includes a weight chart for both men and women, **ASTRO SCALE's** dual LED read-out gives weight measurement in pounds and kilograms.

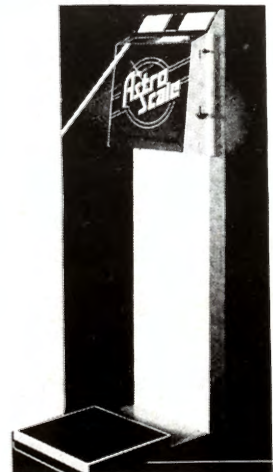
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steel, **ASTRO SCALE's** brightly-coloured graphics, baked enamel finish and flashing front panel LED stands out. Eye-catching, efficient and in demand -

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English Mark Darts 4500 is Arachnid's popular staple of the electronic dart game industry. With features setting new standards, the 4500 is the high-quality English Mark Darts board Operators have come to depend on to produce maintenance-free profits for years.

The English Mark Darts 4500 uses durable Lexan top and bottom panels for years of like-new appearance. The 4500 is available with either touch switches or push button controls. Simplified maintenance on the 4500 provides for fast removal of the mother board, fast bulb changes, and fewer electrical components. The attract mode and a three shot practice limit help keep the 4500 producing consistent profits. The Arachnid Web™ attaches easily to the 4500, catching darts that inadvertently hit outside the dart head target. The 4500 is custom built for the international market, available in German, French, Italian, Spanish, Japanese, Belgian, Dutch, Swiss and English.

The English Mark Darts 4500 uses the famous Arachnid Patented Scoring System, with superior quality sealed board segments, and the traditional red, yellow, and black target colors that players all over the world know as the standard for electronic darts. The rainbow design of the 4500 is attractive in any location and recognized by players as English Mark Darts, the very best! The English Mark Darts 4500 offers four popular game selections, with one coin and two coin options.

Arachnid Inc. proudly offers the 4500 English Mark Darts, a high quality industry staple. Over twelve years experience in producing and promoting electronic darts stand behind the 4500. For a low-cost, profit producing dart game, put the English Mark Darts 4500 in your locations.

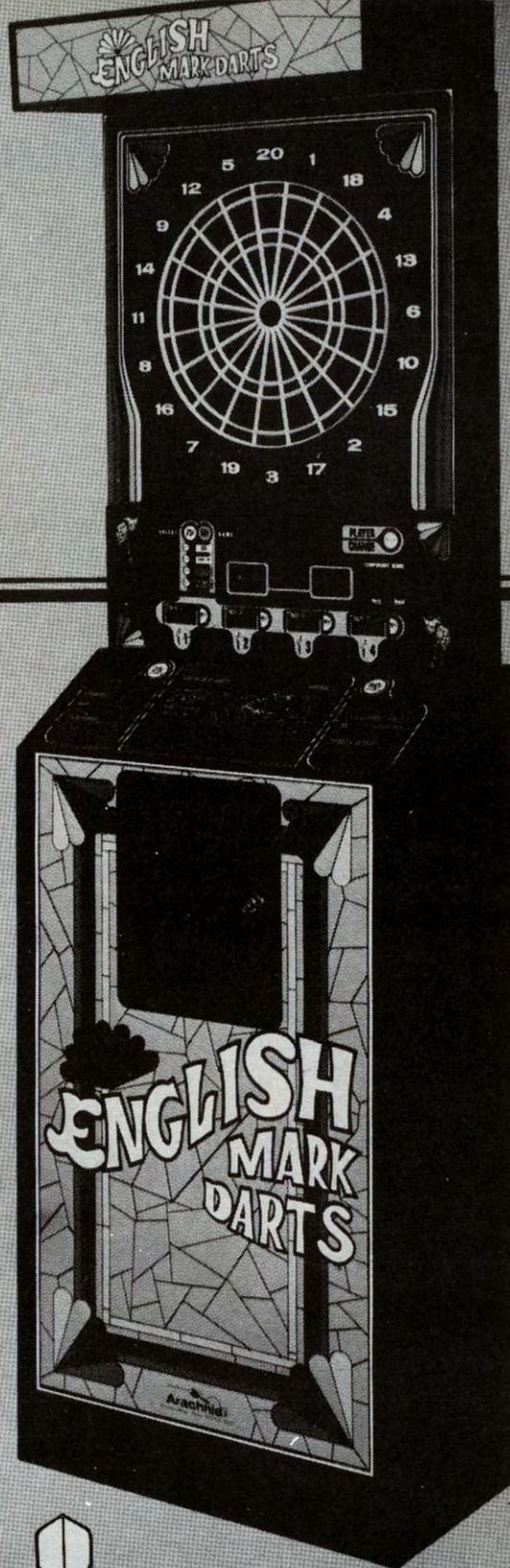
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Suzo Inductive Joystick Review

By:
Frank "The Crank" Seninsky
Alpha-Omega Amusements & Sales
Edison, New Jersey

Suzo Inductive Joystick - This is a fully electronic universal (4 or 8-way) joystick that has no contacts or micro switches. It operates on an inductive system with a contact board and a few electronic components (all enclosed to keep clean). J.S. Sales Company sells the inductive joystick. J.S. Sales is now at 5 S. Fulton Avenue, Mt. Vernon, NY 10550. 212-324-3830.

Test Details - I have been testing this joystick for the past two months. To get the best test, it was decided by our route tech, Morris DeCandia, to mount one of these joysticks on an Atari Gauntlet (needs 8-way joystick) in the Wizard position. This is the most important and most played of the four Gauntlet positions, as the whole game revolves around the Wizard. It is a serviceman's nightmare to keep adjusting the four Gauntlet 8-way joysticks, as they get out of adjustment after only a day's play!



Installation - The installation took a total of 10 minutes and would have been even shorter if the Ampenol MATE-N-LOCK Pcb connector was easier to work with. We ended up soldering on each wire to avoid service problems with this connector. It is recommended that the connector be flipped down and reversed so the wires won't be bent over and pulled against the connector.

Results - The results are excellent! Joystick control is accurate both in angular and circular movements. The spring bushing feels much better than the rubber grommet used on other joysticks. Revenues (and this can be considered the bottom line) on this Gauntlet have increased by about 25% overall during the period!

Maintenance - Play on this joystick should be checked weekly as it does occasionally go slightly out of adjustment due to pot drift.

Recommendation - I would highly recommend using the Suzo joystick on heavily played 8-way games, although I am not going to replace all 4 joystick positions on Gauntlet unless the costs comes down somewhat.

Distributor for Canada & United States:

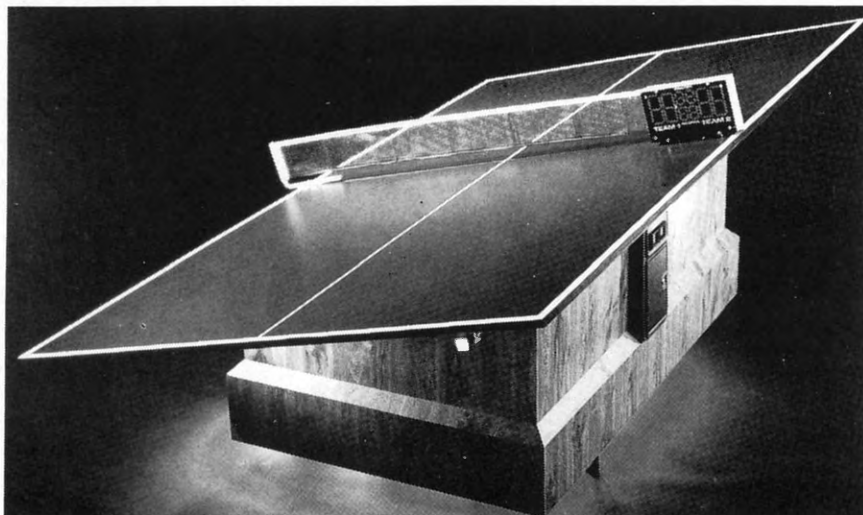
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tennis is America's most familiar racket sport, popular to all age groups. Bring table tennis to your

locations in a coin operated version exclusively from Intermark.

Features:

- Adjustable price and time settings.
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- Durable, formica top for easy cleaning.
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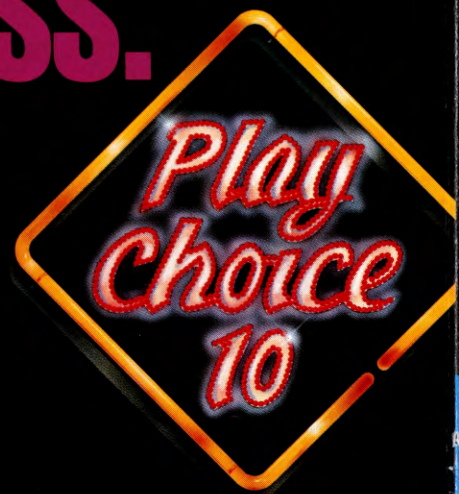
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Welcome to the deadliest dwelling on earth. Ghosts, goblins, demons and bats lurk in the shadows—all thirsty for your blood. Fight your way to the tower to face a duel to the death with the evil Count.

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Kung Fu²—
Challenge the masters of the ancient art in a test of strength, speed and sheer will. Every time you knock off an opponent another comes to take his place—but this time he's more dangerous, deadly and demanding. How long can you meet their match?

Double Dribble¹—
The action takes to the court with all the sporting strategy and skill of live action play. Challenge the computer or play interactively with a friend. And dribble, pass, steal and dunk your way to victory.

DOUBLE DRIBBLE

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*All titles are subject to location testing. Game release dates will vary.

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YOU EMBARK
ON A MISSION NO ONE
HAS YET SURVIVED.**

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A DAZZLING AND DEADLY GAME OF COSMIC ENCOUNTER.

The final showdown has begun! At the controls of your powerful R-9 interstellar craft, you maneuver into enemy territory—the monstrous Bydo Empire.

Your mission: to destroy the evil forces who have held the cosmos in fear and relentless suffering.

It's a fight to the death against an uncommon cadre of space oddities—gigantic slithering serpents, whirling space bugs and fantastic galactic warships—all bombarding your lone craft amid an exotic cosmic landscape.

Armed with the latest R-Type lasers, you possess spectacular fighting power. But your enemies are ruthless in their attack. To survive, you'll need to seek out the power crystals that give you added weapons strength and protection.

Can you endure the onslaught? Are you a mighty-enough warrior to survive eight stages of battle to face the final confrontation and win?

The fate of the cosmos is in your hands.

R-TYPE—the outrageous game of cosmic encounter that has the entire galaxy talking.
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Are you ready for R-TYPE?

Are you ready for the freshest, most visually intriguing screen graphics ever to come to the video arcade?

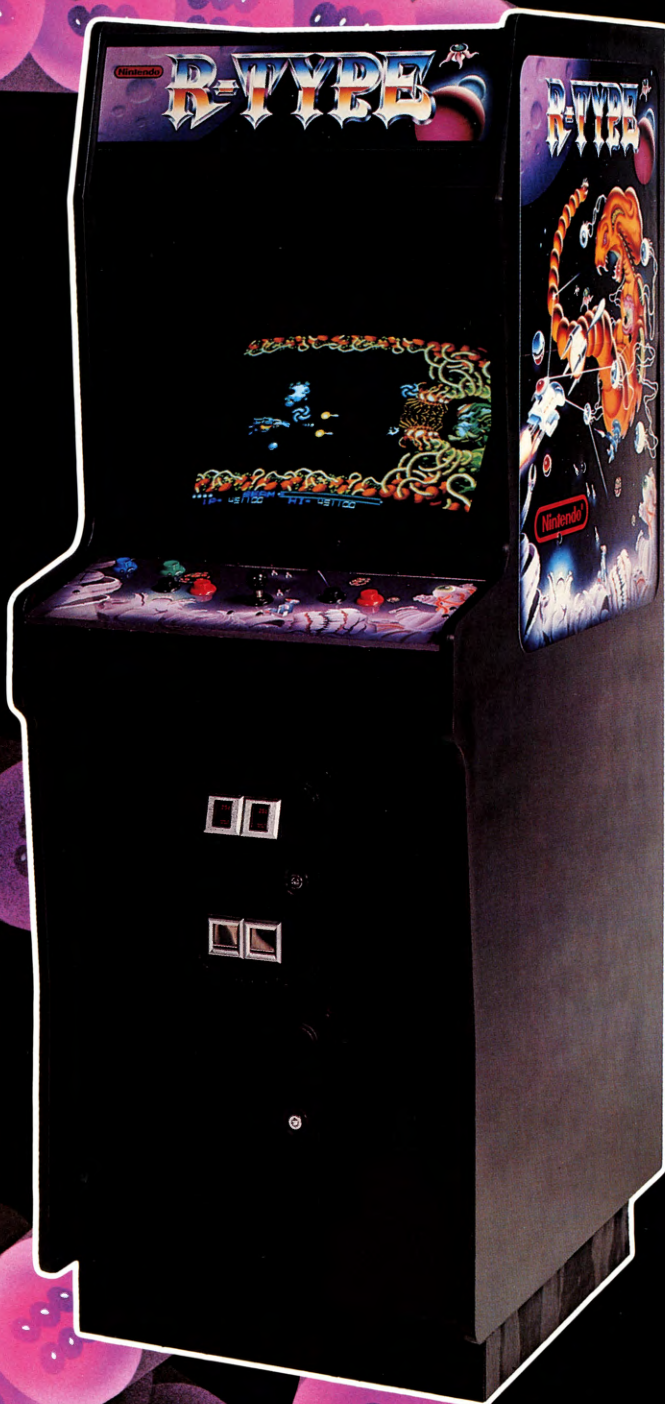
Are you ready for intricate cosmic landscapes, monstrous space creatures and spectacular sound effects—all contained in a fast-moving, high-energy game of challenge and skill?

You'd better get ready. Because R-TYPE is now a number-one international attraction. And in test locations right here, it's proving itself with fantastic earnings. Don't be caught off guard. R-TYPE is quickly building the year's most impressive new video following.

It's time to arm yourself. Contact your Authorized Nintendo Distributor for complete details. Or call Nintendo of America Inc., (206) 882-2040, for referrals.

ROAN D. BRIGGS
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Rad Racer™—

You're behind the wheel in a wild road race to adventure. The constantly changing course keeps you on your toes as you maneuver your way to the lead position to capture the checkered flag.

Track & Field¹—

Go head to head with the competition in eight grueling athletic events: 100-meter dash, long jump, hurdles, javelin, skeet shooting, triple jump, archery and high jump. Start training for the arcade Olympics!

TRACK & FIELD

The Goonies II⁴—

The adventure continues... your pals are trapped in a complex underground maze by the ugly Ma Fratelli and her nutty sons. It's up to you to use the Goonies Locator to bring them all to freedom.

R.C. Pro-Am³—

The power is in your hands as you pilot your remote-controlled vehicle around the track in a no-holds-barred race for the finish. Along the way, pick up added traction, acceleration or a boost of turbo power to gain the advantage.

R.C. PRO-AM

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Ghosts 'N Goblins⁵—

Who knows what unearthly creatures await your one false move? But you'll soon find out as you come to do battle against the hidden forces of darkness in this fast-paced game of adventure.

More Titles To Come—

Look for these and other fresh choices in game software for PlayChoice-10 coming soon from Nintendo.

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KID ICARUS

Kid Icarus™—

The Greek myth takes on a video-age twist as you climb the heavenly stairway to Angeland. Your mission: to seek out the treasures and power objects that will help you destroy the evil goddess Medusa and free those held captive.

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IT PAYS TO CHANGE.

With over 25 game titles to choose from, you can see why PlayChoice-10 is the system of choice—for players, for operators, for profits...

Remember, to make the most of your system investment, it pays to follow one simple rule: It pays to change.

By rotating games between locations and keeping your software collection up to date with current titles, you'll cash in on continued player interest.

All it takes is a little willingness to change. And that can pay off big in the long run.

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Ziggy The Talking Clown By Mayoni



Mayoni Enterprises announces the introduction of its new product, **Ziggy the Talking Clown**.

An economical profit maker for vendors ready to capitalize on the growing children's market, Ziggy the Talking Clown is the latest addition to the Mayoni line of electronics and vending machines. Exciting new features in design, and manufacturing innovations make this product a profitable addition to any vendor's inventory. And for the first time operators Ziggy's proven features mean easy and safe entry into vending's profitable market.

Ziggy the Talking Clown is designed to attract kids immediately with vibrant high visibility graphics, and an extensive vocabulary that can be adjusted to sound off at variable intervals. Combined with Ziggy's convenient portability these features allow easy placement and adaptability in profitable locations.

To keep Ziggy trouble free with low maintenance there is a large capacity (3000 plus) toy bin, and state of the art anti-jamming device. Ziggy also comes with Mayoni's one year warranty.

Ziggy's competitive price and exclusive new design insure long term profits with a low initial investment. All Mayoni products are designed and manufactured for trouble free performance, at Mayoni Enterprises facilities in Pacoima, California.

For further information on Ziggy the Talking Clown, and Mayoni's complete line of electronics and vending machines, call or write:

**Mayoni Enterprises 10340 Glenoaks Blvd.
Pacoima, CA 91331 (818) 899-2488**

Increase your bulk sales income with **Scotty the Monkey**

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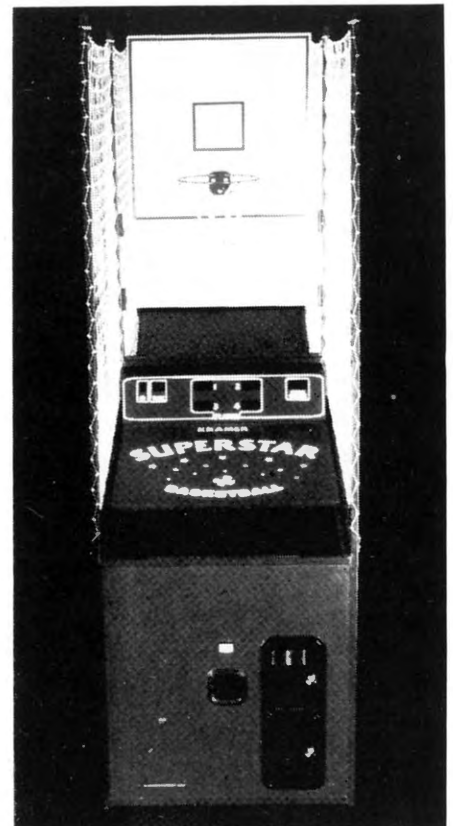
Special features of this new game from Johnston Products of East Moline, IL are:

- 92% Profit!
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- Large storage space for prizes
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Contact:

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309-755-5021.

KRAMERGAME™ New Superstar Basketball



- One to Four player - All Play
- Realistic Scoreboard: Displays Playing Time - High Score - Player Score
- Adjustable Scoring Time and Free Game Point Setting
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- Optional Ticket Dispensors
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- Five Balls with each Game
- Dimensions: 8' x 8' x 32'
- Weight: 350 lbs.
- Easy to Install

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Guess-A-Sketch™ From



Guess-A-Sketch™ is the newest addition to the Status System II™, utilizing to its fullest potential its expanded graphic and memory capacities.

This unique game that is appropriate for game rooms as well as the valuable adult bar market, challenges the players' identification, creative and reflex skills while providing continuous entertainment. Thousands of sketches along with a unique time factor and scoring makes for a different result every time the game is played.

Guess-A-Sketch is a long-awaited game the operator has been looking

for that gives them the endurance a game requires, combined with a reasonable price that produces a solid return on investment.

Guess-A-Sketch is a simple conversion from System I™ as well as a universal kit for other countertops and uprights. As always, the game is also available in dedicated countertop form.

Contact:

Status Corporation
56 Budney Rd.,
Newington, CT 06111
(203) 666-1960
FAX - (203) 666-8767

Konami's VS Top Gun Gives Command of Jet Fighter

This is for VS System. Only the best of the best will successfully complete all the dangerous, top-secret missions given in **Top Gun**.

The player is one of the top fighter pilots in the world. He takes command of an F-14 jet fighter. His first mission is his training. He checks his altitude, fuel level, and the air speed. He can also check the status of his missiles (number remaining and missile type). The player carefully selects his missiles at the beginning of each mission.

During each mission, the player's F-14 can be destroyed by a barrage of enemy shots, or a direct hit from an enemy missile. He must use his best aerial maneuvers to avoid being locked on from behind or in front, while at the same time he is shooting and aiming his missiles at enemy jets, submarines, aircraft carriers, etc.

The radar monitor signals position of enemy planes. It also alerts the



player to any danger (e.g. if he is locked on, low on fuel, etc.) and also gives instructions (e.g. speed up, etc.). Another threat the player faces is running out of fuel. However, the player is given the opportunity to refuel in mid-air.

After successfully completing

some missions, the player returns to the aircraft carrier. He concentrates all his effort on guiding his jet in for a perfect landing. If he fails the landing, he will crash and burn. If he succeeds, the F-14 then is refueled, reloaded, and is ready for take-off to the next death-defying mission.

New Difficulty Setting For Nintendo's R-Type Game

The original factory-recommended dip-switch settings for R-Type have been changed. Switch number 4 on Dip-Switch 2 (DSW2) has been changed from the ON to the OFF position. This change will set the game's difficulty feature to "normal."

Note: Refer to the component designation on the PC board for the location of Dip-switch 1 (DSW1) and Dip-switch 2 (DSW2). The reason you should use the board, rather than the manual, is that designations in the Operation Manual are labeled backwards.

For all shippings after Dec. 24, 1987, the factory has already made this change in difficulty setting. To increase earnings potential, **Nintendo** strongly recommends you check all of your **R-Types** and make this adjustment.

Service Tip Re Nintendo's VS System

Nintendo of America provided the following service information with respect to the VS. System, Play Choice 10, Gun Games.

Symptoms

1. Pulling the trigger does not start game (with gun pointed at monitor).
2. Pulling the trigger and game starts (with gun not pointed at monitor - excluding VS. Gunshoe game).
3. Pulling the trigger does not produce a bright flash on the monitor.
4. Gun intermittently hits wrong characters.

Solutions

Examine the swivel located in the handle of the gun. The two nuts which hold the swivel together work loose, causing a break in continuity. Re-tighten the two nuts while making

sure the contacts are in their correct position in relation to the swivel plates.

Examine the light sensing diode P.C. Board located in the barrel of the gun. The solder joints where the P.C. Board shield makes contact with the P.C. Board break loose. Re-solder this joint using a generous amount of solder. If the problem still exists after the internal wiring, harness and swivel have checked out okay, then replacement of the light sensing diode P.C. Board is recommended. Applying a generous amount of solder to the shield-P.C. Board joint of the replacement diode P.C. Board will insure proper operation.

If you need additional assistance contact the Nintendo Service department at 1-800-633-3236 or 1-206-882-2040 and refer to Bulletin #PCH-03.

Arcadia's "Super Select System" Gives 10 Different Games In One Cabinet

What do you get when you install
a "Super Select System" in your location?

You get the latest in video game technology with all these features to maximize your takings:

- The long term earning potential of up to 10 different new games, all in one cabinet.
- Each game is totally new. There are no tired re-runs. All have been developed exclusively for the "Super Select System". Two player game, buy-in and continue play options are featured in most games.

meltec

The results are in: **"Knock Down
is a knockout!"**

"Best earner I've ever put on the floor"

Richard McCluskey, Chuck E. Cheese, Portland, OR

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John Krantz, Jr., Adventureland, Des Moines, IA

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Dave Roberts, Nickels & Dimes, Dallas, TX

Colorful cats get attention, easy-to-win operation guarantees repeated play. Result? Consistent revenues long after the latest fad has faded.

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...coinage
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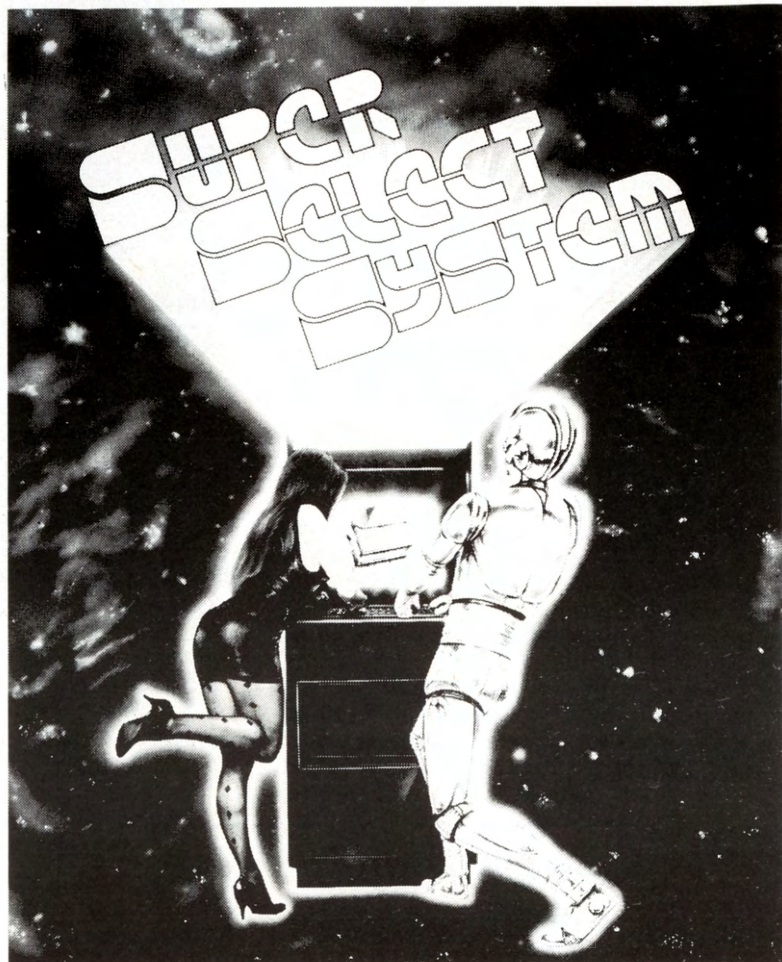
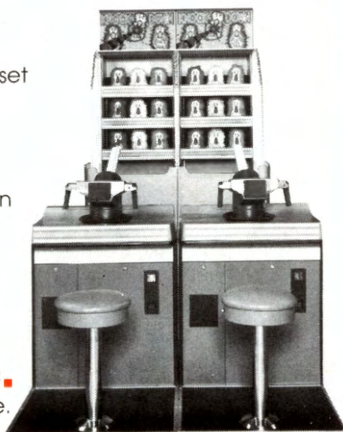
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In CA: (408) 923-1302.

FAX: (408) 923-0835.

meltec, inc.

1550-B Las Plumas Ave.
San Jose, CA 95133



- Each game comes on Arcadia's unique Megaboard plug in cartridge. It takes only a minute to change a game and the machine automatically readjusts to changes. There are no complicated manuals to read.

- Up to one megabyte of brilliant high resolution graphics and stunning stereo sound in each game.

- A wide variety of games is available, from simulations of outdoor sports and pub games to arcade adventures and the very best in fast-action shoot-'em-ups, so all tastes can be catered for in just one cabinet.

- Arcadia's Megaboard exchange program maximizes earnings at minimum risk to the operator while ensuring you will always have the most up to date machine in your location. Ask your distributor for details.

- Arcadia's release schedule provides for a new "Super Select System" game each month. Our team of over 200 programmers will ensure we keep to it.

- The system is based on "state of the art" Amiga® technology and Arcadia's custom "Global Contro Program" will ensure that the system remains incredibly easy to operate. Full on screen operator configuration menu includes difficulty adjustment, game statistics, coinage options and diagnostics. No more inaccessible dip switches.

With all this in its favour, can you afford not to install a "Super Select System"?

QUARTERBACK

The Leland Corporation

The Greatest Quarterback
Since Jack "Lightning Bolt" Bromowicz.



...the most exciting football game ever. This is football the way it was meant to be, with all the action and all the strategy.

Players call their own plays and the spring-loaded joystick gives them complete control of the passing and the kicking game. The exclusive individual stat storage feature keeps players coming back for new and even more challenging games. This is *real football* with game play that could only come from the people at the **Leland Corporation**.

QUARTERBACK features:

- One or two player head to head action
- A dedicated cabinet that houses a big 25" high resolution monitor
- Realistic sound and graphics
- A spring-loaded joystick for precise passing and kicking control
- A selection screen that allows players to call their own plays on offense and on defense
- The exclusive individual stat storage feature that records players statistics, win-lose records, and difficulty levels

The play select screen lets you call the plays on both offense and defense

The 8-way joystick and the spring-loaded gives you total control, and you control the passing game

The spring-loaded joystick lets you kickoff, punt, and try for the extra point... the action buttons let you tackle, jump and even dive. The high score screen shows who's making the big salaries

The cheerleaders put on a half time show...

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Air Hockey Tournaments Popular In Arcades, Bars & Clubs



Atlanta, Georgia was recently the site for a weekend of promotional events featuring **championship air-hockey**. On Feb. 19, Dilly-Dally's Golf & Games in suburban Marietta hosted a "Challenge the Champs" exhibition. Players were able to challenge Jesse Douty of Atlanta, the current national champion, and Mark Robbins of Boulder, Colo., currently ranked #2.

A good crowd was on hand for the two-hour event, and the fast-improving amateurs picked up many tips from the national competitors. Dilly-Dally's has instituted air-hockey tournaments on a regular basis, in addition to its traditional schedule of foosball tournaments.

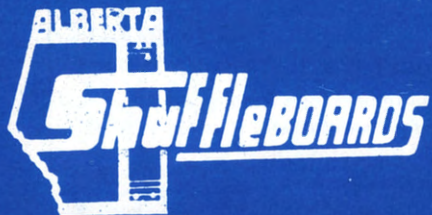
On Feb. 21, the action moved to Challenges arcade in Decatur. Douty and Robbins played an official challenge match for the #1 ranking of the U.S. Air-Table -Hockey Association.

David Capilouto of Greater Southern Distributing in Atlanta reports that interest in air-hockey is booming. Many of the arcades, miniature golfs, and other locations in town have the **Dynamo Air Hockey table** and are enjoying excellent earnings.

For more information on tables, tournaments, and promotions, contact Mark Robbins at Dynamo, (817) 589-6054.

Alberta Shuffleboards

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- Data East
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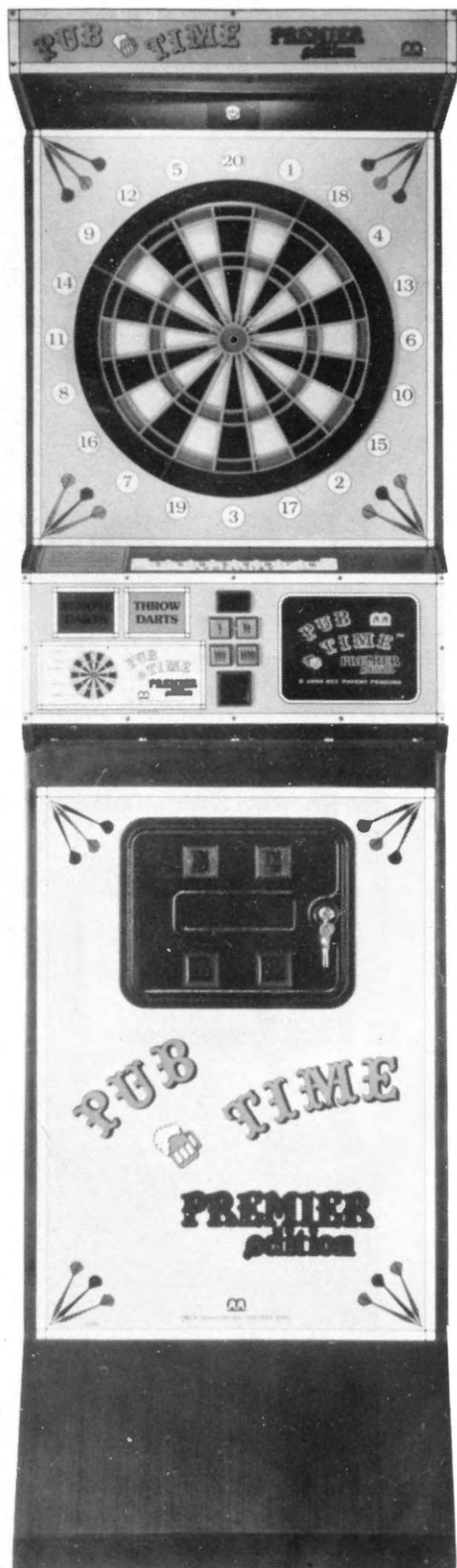
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merit industries, inc.

Merit Dart Tournament Aids Muscular Dystrophy



Merit Industries introduced electronic darts to the greater Boston area with the **Colonial Classic**. Electronic and steel darters came together to make this regional "World Series of Darts" tournament a success.

Held in the "backyard" of the world's largest steel tip darts club, Boston's Minute Man Dart League (MMDL) boasts over 6,000 active darters!!! "The MMDL members, myself included, were very skeptical of this game and tournament today." Remarked Emmett Halpin, a MMDL member and Regional Director for the American Darts Organization, "But I have to Admit this game is fun!" And fun they had as players from Massachusetts, Connecticut, Rhode Island, New Hampshire, Maine, New York and a busload of Philadelphians enjoyed the full day of competition.

"The Double Bullseye (25 single and 50 double) made the difference here today." Stated Glenn Remick, Tournament Director. "The Doubles Events were Cricket with the Double Bullseye players opting to throw for the Bullseye at the end of the game instead of the beginning." Steve Tobin, who travelled from Western Massachusetts to compete added, "the Double Bullseye definitely makes the game of Cricket more exciting, more competitive and that's what it's all about."

In addition to the schedule Doubles and Singles, High Score, Baseball and Shanghai contest games were played to raise monies for the local Muscular Dystrophy Chapter. The Colonial Classic was one of 11 Regional Tournaments held throughout the United States in 1987 and 1988. For additional information contact Merit Industries at 1-800-523-2760.



Gottlieb's New *TX-SECTOR*

...A New Dimension In Pinball

Gottlieb's popular photographic Backglass is now highlighted by an all new Light Box Design. This sleek new design moves the display panel to the top of the Backglass, making the excitement of this high scoring game visible to all those watching. In addition, Dual Speakers are now located above the Backglass and are directed toward the player, with a third speaker located in the cabinet. This combination of speakers, plus Premier's Digitized Sound, produces clean music, clear sound effects, and speech you can easily understand.

Shooter Ramp Rollunder

- Activate multi-ball and light extra ball when two balls are captured.

Lower Right Hole

- Activate teleport if a ball is captured in the lower left hole.
- Collect energy level bonus and capture if energy level bonus is at the top.

Drop Targets

- Score 3000.
- Completing the top or right bank scores 10,000 times lit "X" value, advances energy level bonus by the lit "X" value, and resets the opposite bank when flashing.
- All targets down once on both banks advances the "X" value.

TX-Sector™ carries Gottlieb's parts replacement limited warranty for one year on all basic and machine parts and ninety (90) days on printed circuit boards.



Kramer's

Original Draw Poker

Draw Poker meets the needs of every location that wants the simplicity and fast play of a basic 5 card draw poker. Enjoy the already proven quality and dependability of a **Kramergame®**.

Operating Features

Players have option to bet 8 or 15 skill points. A 5 card hand is dealt. Players may stand pat or discard from 1 to 5 cards on each hand. Every new hand features a reshuffled deck.

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- Double Coin Mechanism

- Options Available -
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Telephone Sales: 1-201-367-7810

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St. Leonard, Que.
1-514-325-7295



Funny Fone Tells Hilarious Jokes!

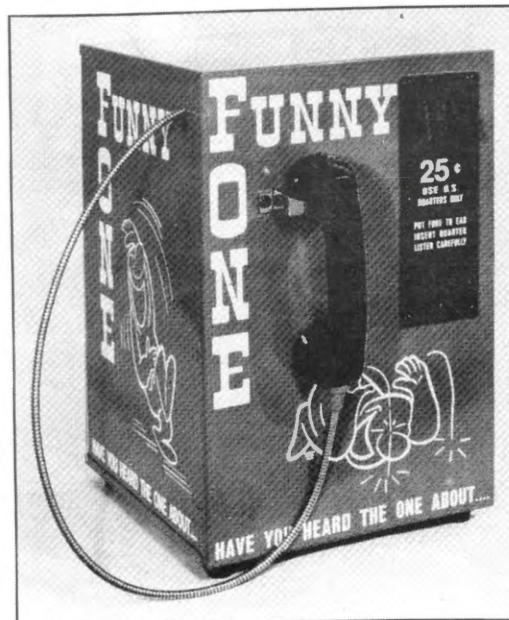
Your Product Is A Joke ...But Your Income Is No Laughing Matter

The Funny Fone is the only vending machine that makes money by giving people something they really love to receive . . . a good laugh! With Funny Fone you can count on a high cash income starting the very first day on location -- and with no competition! You'll provide a product very much in demand by people of all ages and backgrounds, and you'll deliver it through the most commonly used and familiar piece of equipment in the world -- the telephone!

Your Funny Fone will operate profitably month after month with little or no maintenance or costly repairs. Even while you work, sleep, or play Funny Fones will be on location making them laugh and making you money! Simply place this money maker in all the popular "gathering places" and "watering holes" in your area. Be sure to drop in every week to collect that high cash income!

Literally hundreds of countertops, bartops, tabletops, and walls within just a few miles could use a Funny Fone today!

And most importantly, when properly located in a good traffic area your funny fone is capable of paying for itself in a very short time. After all, when your initial



Tells hilarious jokes to the calling party.

equipment cost is recovered, collection day becomes even more enjoyable.

FUNNY FONE -- A MACHINE FOR ALL LOCATIONS

U.S. Customs Seize 18 Boards From Canada

U.S. Customs agents in Seattle, Washington have seized 18 counterfeit printed circuit boards enroute from Canada to operators in the states of Washington, Oregon, Idaho and Montana.

Robert C. Fay, Director of Industry Affairs and Enforcement for the American Amusement Machine Association, stated that the Customs seizures involved such games as Double Dragon and Rastan as well as other Taito, CAPCOM, ROMSTAR and Data East products. Fay stated that the counterfeit printed circuit boards were being shipped from R. J. Rose in Barrie, Ontario and also International Computer Systems of Woodbridge, Ontario.

Fay pointed out that these seizures were significant due to the fact that these boards were being shipped via the U.S. mail and pointed out that U. S. Customs agents, in addition to monitoring courier services from Canada to the United States, are now monitoring the U.S. mail system as well. Fay stated that the results of the seizures will be sent to the appropriate customs officers in the above states. Fay also stated that the Northwest section of the U.S. is now a priority area for AAMA's enforcement activities.

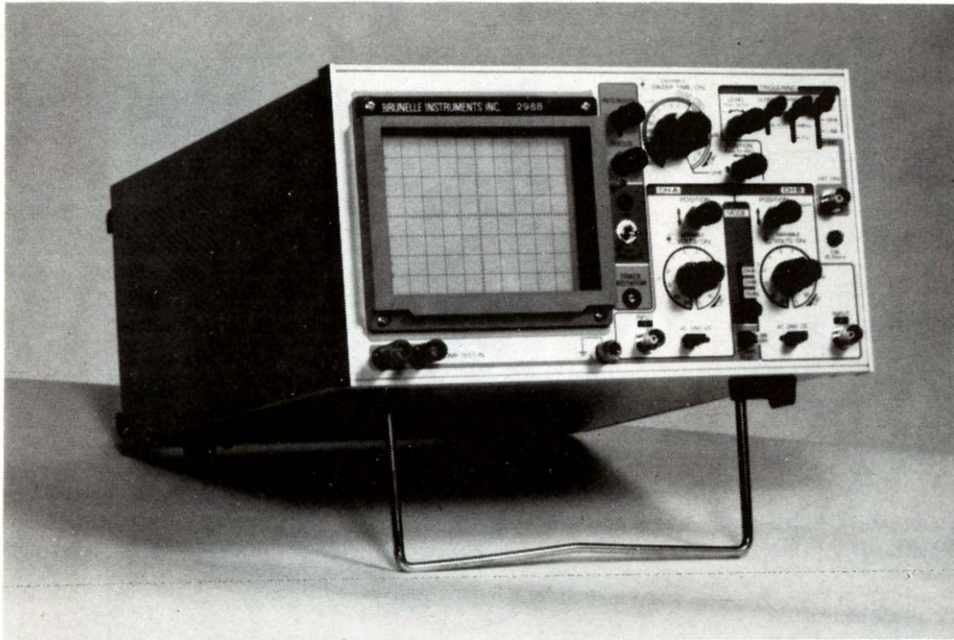
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Troubleshoots Solid State Components

By Brunelle



The BTL Model 2988 dual trace 20MHz oscilloscope, now available from Brunelle Instruments features a built in component tester, in which a single component or components in circuit can easily be tested. This rugged instrument is only 7kg and 162(h) x 294(w) x 352(d) mm. This scope is ideal for troubleshooting solid state circuits and components with no circuit power. This unit with wide bandwidth and high sensitivity outprices comparable units.

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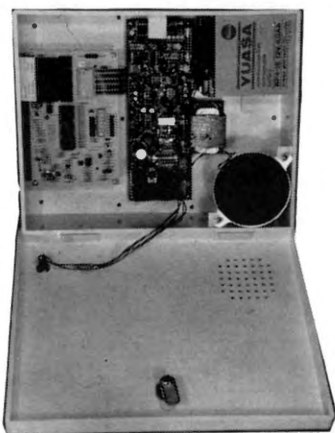
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The Total Security Game Alarm System



That WORKS!
With This Alarm System....
Problems have stopped,
NO money lost,
NO stolen parts,
and NO major vandalism



Editor's Note:

When we asked Bud McChesney to explain his game alarm system to us.... This is what he explained: (and it is proven!!)

What is now called **THE TOTAL SECURITY GAME ALARM SYSTEMS** is the end result of a system that I developed to solve many problems on my own route.

Because I have been in the amusement industry for almost 30 years I know what an alarm system must do and not do.

- Besides the obvious, it **MUST** be quick to install and easy to maintain.
- It has to allow collectors and service people to do their job without disrupting the location with a lot of noise.
- It also has to work 100% of the time, not just most of the time.
- And because we can't depend on the location for any help WE must be in total control at all times.

Our systems were built with all of these "musts" in mind. The "System" consists of two parts.

- The control panel and
- The game unit (one game unit for each game).

The control panel is installed near where the location employees will be (behind the bar, near the cash register, in the office, etc.) Basically it needs to be where the location can hear the siren and shut it off.

Each game has a small radio transmitter and several switches (one on each door and one on anything that can be removed or stolen).

Any time a door is opened or a protected part removed, the game transmitter sends a signal to the receiver in the control panel behind the bar.

When there has been an alarm a loud siren will sound, the location employee pushes the stop siren button on the front of the control panel and calls you for service. That sounds like the employee can hold the stop button while his buddy opens the game, no the siren can't be stopped until after it's sounded for several seconds!

Installation Is Very Simple

The control panel is simply screwed to the wall and plugged in. Why a plug if it's battery powered? The control panel has a rechargeable battery that will run the system for 24 hrs.

The game unit transmitters are just attached to the inside of the game with Velcro and the switches are

fastened with only two small screws each. The game transmitters run on 9 volt transistor batteries that need changing only once a year.

Service Is Easy

When your people come to service or collect they go to the control panel (which has your master lock) open it and press the **SERVICE switch....** This doesn't turn the system off.... It just switches it into the service mode. While in the service mode the control panel self tests each game as it is opened.

If you have opened 4 games and heard 4 short beeps, all 4 game alarms are in good working order.

When you are ready to leave the location, the last thing to do is return to the control panel and press the **RE-ARM switch**.

Having been a collector most of my life I know how easy it is to forget things like that so I made it re-arm by itself if you forget. The re-arm time is adjustable by you.

Now Two Systems

- One for the small location.
- One for the large location

Either will protect an unlimited number of games, but the system for large locations will identify which game has been tampered with so that you can go right to the game with the problem.

Very Important In A Location With Lots Of Games

The control panel for the larger locations continually monitors all of the game transmitters checking for low batteries and has outputs on the board for extras like an external siren, or integrating it with the locations alarm system, or connecting it to an automatic phone dialer.

With this Alarm System, problems have stopped, NO money lost, NO stolen parts, and NO major vandalism

For data, contact:

**Bud McChesney, Total Security Alarms,
2901 N.E. 178th, PO Box 55010
Seattle, Wash. 98155**

New Williams "Cyclone Pinball"

Ride The Roller Coaster To Profits!

The famous time-tested, profit-proven **Pinball Action** from **Williams** is here again with their new "Cyclone".

Hurry, Hurry, step right up! The fun is about to begin! Ride the Giant Ferris Wheel! Screams and shrieks fill the roller coasters as they plunge toward earth. The air cracks at the shooting gallery. Cyclone is all the thrills and excitement of an amusement park ...and a whole lot more!

A ride on the Shuttle Train awards a plunger skill shot value to 100,000. Entering the park through

the top Gates 1, 2, or 3 builds up the Gate Jackpot from 500,000 to 4 million; going through all 3 Gates awards double scoring!

Jet bumpers advance the exclusive Ferris Wheel Bonus and the right flipper return lane lights the rotating Ferris Wheel to collect. Either flipper return lane lights the Boomerang to advance the multiplier value.

Face the ghosts in the Spook House for a "spirited" underground shot that spins the industry's first Mystery Wheel on the backglass and score an extra ball, a value, zilch or special!

At the Shooting Gallery, hitting all 3 ducks scores and advances the value and lights the Cyclone Ramp. Riding the Cyclone roller coaster 3 times when lit collects jackpot. At the Ball Toss, hitting all 3 cats scores and advances the value and lights the Comet Ramp. Riding the Comet coaster 5 times when lit scores 1 million!

Ride Cyclonefor a streak of good luck!

Contact:

Williams Electronic Games Inc.
312-267-2240



Bally Intros "Blasted" Video



ROBOTS REVOLT! CITY HELI HOSTAGE!

Bally Midway introduces **BLASTED**, an explosive new video game in which player attempt to destroy the enemy, the menacing **KILLER CYBORG!**

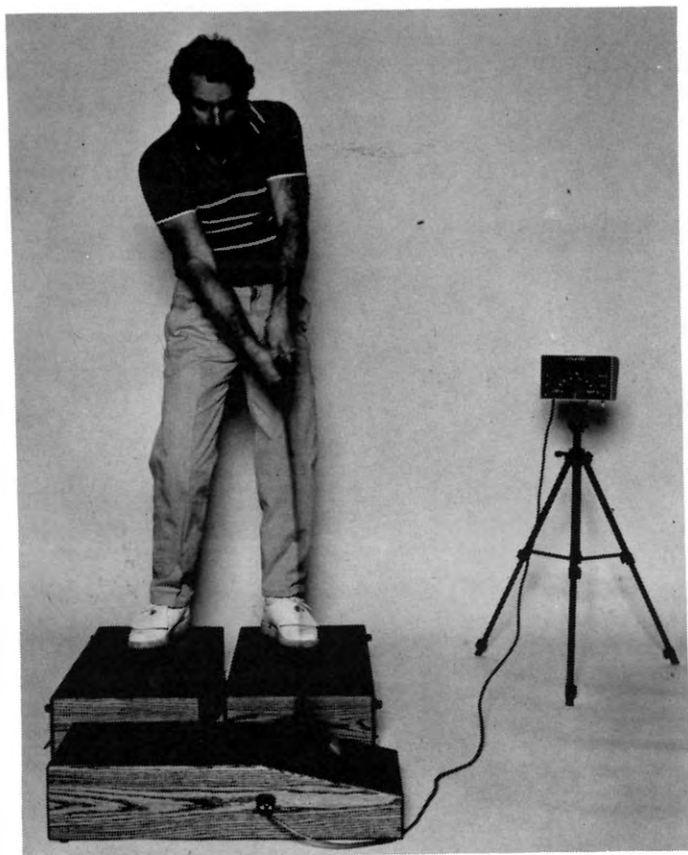
The classic confrontation takes place in the apartment building offices and factories of Scraphea City. Using the telephoto scope of his "High Intensity Laser Rifle", the player quickly scans the opposite side of the street for the enemy and blasts into oblivion anything that moves!

Featuring one person or two person simultaneous play, the **BLASTED "Radar Screen"** boasts both a wide-angle and telephoto (gunsight) view which enables the player to see the action through the eyes of his character. A unique gunhandle/joystick combination allows the player to aim, shoot and move with just one hand. Separate coin chutes enable players to buy at any time as well as build up the reserves with multiple coins.

Bally Midway Manufacturing Co.
10601 West Belmont Avenue
Franklin Park, Illinois 60131
(312) 451-9200

Portable Golf Range

...Coin-Operated And Ideal For Bars



From the plains of Alberta, Canada, where if you can't practice your golf indoors half of the year, you don't practice at all, comes the first affordable and practical, "portable driving range."

Golfere, Ltd. of Edmonton, Alberta has introduced GOLF4, a portable driving range that allows the golfer to practice anywhere and any time. Originally developed by Lloyd McSorley and refined by Golfere, Ltd., "GOLF4" features a durable, secured ball that instantly returns to position after each stroke. When the ball is struck, the impact is measured by sensors in the ball and tee and a microprocessor provides an instant readout of distance, in yards or meters (switchable) and direction -- straight and up to 30 degrees to either side.

One of the key components of the GOLF4 Portable Driving Range is the ball and tee.

"We spent a good deal of time and money in the development of the material and the design of the ball and tee system," says Abe Pauls, President of Golfere, Ltd. "We had to make sure it would really take a beating. We came up with a special synthetic rubber compound and we made the ball and tee one piece. The failure rate of the ball and tee is virtually non-existent."

The GOLF4 range can be set up for either a right- or left-handed golfer. When set up, the golfer stands on a low platform and uses a normal stance and setup. The readout panel, which is mounted on a tripod, may be situated anywhere that is convenient for the player to see.

Pauls has also discovered that the GOLF4 range has uses in a number of environments besides home, office or golf course. Those locations include colleges and other schools, athletic clubs and fitness centers, resorts, stress reduction centers, amusement centers and even the local tavern.

"We took a GOLF4 machine to a couple of taverns in Winnipeg and the patrons immediately began having contests to see who could hit the ball the farthest and the straightest. It was in constant use the entire time we were there. The coin-operated potential of the machine is fantastic and the GOLF4 is a great way to introduce new golfers to the golfswing. It is also a great stress reducer."

GOLF4 is battery operated and is completely quiet--except for the sound of the golfer hitting the ball and beeps that accompany the readout. The product comes in a handsome oak wood case with carry handle and is easily carried by anyone. It sets up in a matter of seconds. When packed, the case measures on 30" x 14" x 12". A molded fiberglass model is currently on the drawing boards.

The GOLF4 Portable Driving Range retails for \$1495. The new model is expected to sell for less.

Besides introducing the product in the U.S. Golfere is looking for distributors and dealers in the U.S. and overseas.

TOTAL SECURITY GAME ALARMS

THE ONLY Game Alarm System *that works!*

The TOTAL SECURITY GAME ALARM SYSTEMS have been designed just for the game industry and can solve ALL of your break-in problems. This is not a half way system built from hardware store parts and designed to solve SOME of your break-in problems. Our systems have been in route use for over 4 years. We know they end our customers' security problems because we get repeat orders. THE TOTAL SECURITY GAME ALARM SYSTEM IS DESIGNED SO THAT YOU WILL LOSE NO MORE MONEY TO BREAK-INS.

Some of the features of our system include:

- *Easier to install and use than bars and padlocks
- *Maintenance free operation
- *Protects 100% of the time, even during power failures or when unplugged
- *Automatic self test every time you service the location
- *Automatic re-arm — The system cannot be left turned off
- *Industrial quality UHF band transmitters and receivers

Prices start at \$439⁹⁵

TOTAL SECURITY GAME ALARMS

2901 N.E. 178th / P.O. Box 55010 / Seattle, WA 98155

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SUPER POKER



Upright Model

With Rowe Bill Acceptors Optional
Height 61" • Width 23" • Depth 24"

Grayhound's **Great Joker Poker** game with added deluxe features in game play which will increase your income tremendously.

Counter Top Model

Height 21" • Width 21" • Depth 22"

Some of this game's features are:

- Optional Menu Selection
- Adjustable Win Percentages

- Adjustable Minimum Hand To Win
- Adjustable Points Per Play
- Adjustable Coins For Wild Cards
- Adjustable Maximum Bet Feature
- Adjustable Number Discards Per Hand
- Adjustable Bet For Wild Cards
- Progressive Feature Optional
- Hi-Lo Feature Optional
- Half Bet In Hi-Lo Play

Contact:

By **GRAYHOUND**
ELECTRONICS, INC.

P.O. Box 1697
Toms River, N.J. 08753
201-341-5200

Manual On Repair Of Color Monitors Outlined By Star Tech

The troubleshooting and servicing of Electrohome and Wells-Gardner color monitors are the subjects of a recently-published manual from "StarTech Journal".

The guide has been edited by James Calore, a leading technical consultant to the coin-op entertainment industry, and the publisher/editor of "StarTech Journal".

The new book covers all aspects of video-monitor repair, including symptoms of and solutions to power-supply problems; CRT construction and operation; deflection circuitry, including sync-circuit description

and trouble-shooting; and color problems, including degaussing, purity, white balance, and convergence adjustments.

Troubleshooting Electrohome & Wells-Gardner Monitors is priced at \$19.95, plus \$2.50 for shipping. Manuals can be ordered from StarTech Journal, P.O. Box 1065, Merchantville, N.J. 08109.

StarTech also publishes Electronic Game Repair, an instructional and reference guide to the repair of electronic amusement games. It is priced at \$24.95, plus \$2.50 for shipping.

Alberta Shuffleboards

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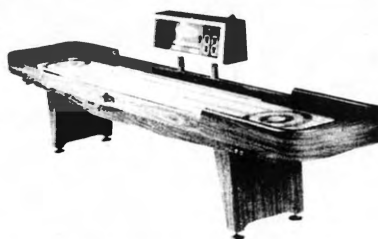


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FRAME — All plywood construction with anodized aluminum structural corners.

FINISH — Burn- and scratch-resistant, high-pressure laminate on all exposed surfaces for minimum wear and easy maintenance.

SLATE — One piece 7/8" genuine imported Italian slate provides a permanent level playing surface.

CLEAN-OUT — For minor problems, foreign objects may be removed through a keyed trap door in the bottom of the table.

**Manufactured In Canada
For More Information Write Or Phone:**

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(604) 520-6381
Bob Ireland

12' + 14' DELUXE SHUFFLEBOARD FEATURES

FRAME — All plywood construction. Moulded corners with gold-coloured handrail caps.

FINISH — Burn- and scratch-resistant, high-pressure laminate for minimum wear and easy maintenance.

PLAYING SURFACE — Features maple butcher block high-pressure laminate with wear-resistant red and blue game markings.

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Scarborough, Ont. M1S 3R3
(416) 298-9866
Terry Haddock

Laniel Automatic Displays At Montreal Restaurant Show

Each year Mr. Jean Coutu of Laniel Automatic has their firm's products displayed at the "Salon Rendezvous '88" Montreal Hotel and Restaurant Show, Feb. 14 - 17. "So many of the Hotel, Bar and Restaurant owners at this well-attended event show great interest in our various lines which will help draw and hold customers in their location", said Mr. Coutu.

This display has always been very profitable exposure for us as we feature our Seeburg and Wurlitzer Phonographs, Vending Machines, Valley Dart Boards, Nintendo PlayChoice 10 and other Video Games.



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Experienced Technician Wanted

We require hard working and reliable technician with
2 years of experience on video games

416-588-3086

New Bally Pinball "Blackwater 100"

Bally puts you out in front with **BLACKWATER 100 Pinball...** the world's Toughest Race!

It's not just about laps around a track. It's about a gruelling course that takes the rider through swamps, rivers, mud and more ...Bally Midway transforms all the excitement of the annual Davis, West Virginia moto-cross race into a high-intensity

pinball game ...**BLACKWATER 100**. Get ready for the ride of your life!

BLACKWATER 100 features a three-ball player-activated start gate where players "rev-up" to authentic dirt bike sounds! The multi-level playfield depicts the actual race environment: hair-raising turns, treacherous rocks and more. The "Special Test" skill shot adds fifth flipper challenge for non-stop action!

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Steve Blattspieler, Bally Midway's Vice President, Sales & Marketing, the timing couldn't be better. Says Steve, "Blackwater's unique game play really provides a timely opportunity for an all-new pricing strategy." The realistic race theme and new pricing strategy/dollar bill acceptor combination make **BLACKWATER 100** a sure winner!

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For further information do not hesitate to call or write:

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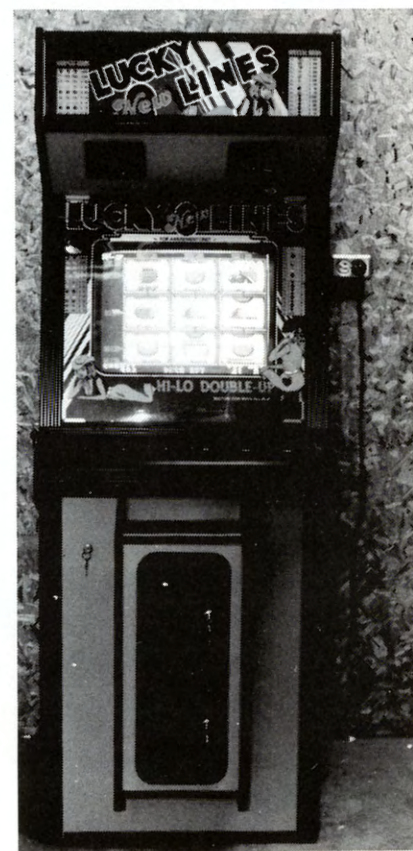
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Atari's "Vindicators"

Vindicators is a dedicated up-right video game for one player or two playing simultaneously. It features buy-in and add-a-coin features, along with futuristic throttle controls, a "high-tech cabinet, brilliant graphics and awesome sound," said the firm.

The Feature is Galactic tank warfare. Novice and experts alike can enjoy using thumb and trigger buttons on their controls to steer and command an arsenal of weapons as they take the parts of team commanders of SR-88 Strategic Battle Tanks.

Players can choose their starting point...a charging tank game, picking a tough level is rewarded with more power symbols.



Partners Have Turned A Childhood Fascination Into A Thriving Business At B.C.'s Cotton Coin

One never ceases to marvel over how people got into the Music, Games and Amusements industryAnd, one of the denominators common to so many operators is a genuine love of jukeboxes, pins, shuffleboards, videos, specialties, etc.

In the cases of a great many people in this industry attachment to games which later became their business started when they were children or teenagers as players. Very often there began a fascination which persisted into adulthood.... That was the case of **Roger Dayton**, a founder of **Cotton Coin** which does business out of the Central British Columbia city of Kamloops, some 350 miles northwest of Vancouver.

Roger played pinball games as a child and teenager and now a third of a century on, he not only still plays them, but also repairs, converts and overhauls them and also takes a living from them.

The same applies to his partner **Greg Filick**, who got "hooked" on games as a kid, owned and located his first game at thirteen and had a route in Kamloops at sixteen.

Greg joined up with **Mr. Dayton's Cotton Coin** two and a half years ago, bringing his route with him into the older company.

"**Cotton Coin**" incidentally comes from the names of Roger and an earlier partner called Cotteral - it's the first part of that name added onto the last two letters of Mr. Dayton's surname. Greg is now in his middle twenties and both men are largely self-taught in the electronics and other skills needed to successfully operate Music, Games and Amusements.... Roger, however, had a good technical education in general electricity and electronics.

Over 300 Games On Location In Wide Northern B.C. Area

Roger was born in Kamloops some forty-four years ago, educated there through the public and high schools and technical school in Calgary where he studied electricity and electronics. That led him into the communications industry and six years in the Bahamas and then with B.C. Hydro where he worked in North Central B.C.

Whilst in this job, he sited a few pinball games along the highway some hundred miles west and south of the city of Kamloops.... This was back in 1972 and the games did extremely well, so well in fact that two years later he left B.C. Hydro to form, together with another partner, **Cotton Coin Ltd.** Some of the spots where company pingames were placed sound like a history or geography lesson about the early gold rush and opening up of the interior of B.C. over a hundred years ago. Locations are in such places as Williams Lake, Ascraft, Hundred Mile House, Lillooet, Cache Creek; indeed many of these are



among the first places in which **Mr. Dayton** placed his games.

Now, the company uses over 300 pieces of equipment situated over a large area of Central B.C. In recent years it has pulled in closer to Kamloops from the West and streamlined its operation for greater efficiency. Its plans for the future have been laid and its principles look forward with a good deal of optimism about this year and the future.

Question:

Roger, in the beginning would it be correct to say that your involvement as an operator of coin machines would have been as a "moonlighter" whilst you were working for B.C. Hydro, after you had worked in communications in the Bahamas for six years and in the N.W.T. on the Dew Line?

Answer:

That's right, I had always liked jukeboxes and games and played a lot of pinballs in Kamloops as a kid. I really enjoyed them and saw that a lot of other people did too, so I felt that there's always be a good market for players. Travel in the central part of B.C. is somewhat restricted and most of it is over the relatively few main roads. Many of the small communities along these roads don't offer people from the surrounding areas much in the way of

In This Industry You Have To Have The Great Desire To Succeed!

recreation and that seemed a good reason to put jukeboxes and games into them.

Where I was working for B.C. Hydro Electric meant frequent travelling to Kamloops over such a road and that's where I initially put in a few machines and they did very well from the time I started using them in 1972. I was so encouraged by the results that I bought and sited more and they too, did so well that after a couple of years, in 1974 they reached a point where I could live off them and so, I quit my job and went into operating full time.

Question:

Greg, you too are working for your living on something which caught your fancy as a child. Did you think at the time that it would come to this?

Answer:

Jukes, pins and videos always fascinated me and I played a lot of both as a kid, and owned my own machine by the time I was into my teens. There's something about them that gets you and draws you to them to keep you as a fan. From what I saw, I thought that there must be an awful lot of other people who felt like I did. By the time I was sixteen, I was running a number of games in Kamloops and here I am years later, still doing it.

Learned By Doing

Question:

Both of you started on your own and grew with the business. How did you learn how to repair and adjust games and keep them functioning?

Answer:

We learned as we went along. When you take a jukebox, video or pingame or other unit down and study it to see how it works and then reassemble it, you get so you can soon handle the problems. Of course, you read up on electronics and games and ask other people, and in time you can cope.

Mind you, there has to be a real desire to succeed in this business as in any other.... and you've also got to be electronically and mechanically inclined.

You grow up with the equipment you're using and as you go along, gain experience and knowledge. It doesn't take too long before you can do all that's necessary to keep your business going.... and since it's your business and living.... there's lots of incentive to learn all you can about the items you have to use.

In This Industry You Have to Have The Great Desire To Succeed!

Question:

Roger, what sort of places did you put your pin games into in the early days of your operating?

Answer:

In 1972, when I started I was working West of Lillooet and I put pins into bowling alleys, fast food places, snack bars, pool halls, general stores, those sorts of places. There'd only be two or three games in a spot. I had machines in the Pavillion Store, an old trading post about a hundred and fifty years old, and also got an arcade

going in Lillooet which was quite a small town. By 1974 I was operating full time and in the late 70's things really got rolling. I then had over thirty locations.

Question:

Greg, where did you have your machines when you ran your own business?

Answer:

Mine were all in Kamloops and I was a street operator. My equipment was in bowling alleys, stores, eating places of all sorts.

Long Distances In The Mountains - Small Population

Question:

What was the geographical and population extent of the areas covered? What is it now?

Answer:

Along roads which ran about 250 miles north to south and 235 miles, east to west, through mountainous country where people are mainly engaged in ranching, mining, lumbering and fruit growing. As such, it's not a highly populated area though Kamloops has doubled its population to about 60,000 over the last decade or so and there's now very heavy unemployment.

Lately we have also concentrated our routes somewhat. We used to go as far west as Revelstoke, over a hundred miles away, but we now don't go west of here to anything like that distance. Most of the communities along our route haven't many over a couple of thousand people. In all, there aren't more than about half a dozen of them and only two have over 5,000 people. At Williams Lake, some 200 miles to the north, we have a man stationed; it's one of the two larger communities, at some 25,000 now.

Question:

Presumably, the company started out using mainly pinball machines and jukeboxes. Would you say something about that, Roger?

Answer:

Yes, they were the pieces I first used and to get started I bought used games and some jukeboxes from **Dick Johnston of Southern Music** in Calgary. I overhauled stuff and put it out and it did O.K. I soon had nine or ten jukeboxes out and they did especially well at summer resorts where we placed equipment. The jukes used were **Wurlitzers** and **Seeburgs**, but now, we have a number of new **N.S.M.s....** People like the old style nostalgic styled cabinets.

Question:

So your firm still uses a number of coin-operated jukeboxes.... Are they "loss leaders" to satisfy locations, or are they profitable? Has **Cotton Coin** any interest in C/D and video jukeboxes?

Good Steady Money To Be Made In Jukeboxes With Proper Programming

Answer:

We make money out of our jukeboxes, as people in small communities and highway locations patronize them

well. You can get good buys on jukeboxes and they have long lives and are reliable though they do require attention and programming continually. They're a good steady item. We don't see much use for expensive video jukeboxes here, but we're watching C/D closely especially with convertible jukeboxes like NSM has.

Question:

Was your company in position to move in on the video boom and take advantage of it?

Answer:

As a matter of fact it was because by 1977 I had acquired and overhauled a number of "Pong" games which was the first video to have come out. We've always been able to make "cast offs" work. Years ago we sawed off the top of a "Sea Raider" and put in an old ice hockey vertical monitor game and made it work very well. Actually, I believe we were the first in Canada to operate "Pong". We were well set to get in on the video boom.

Question:

Then Cotton Coin was probably well into arcades?

Answer:

We were into Arcades, five of them and supplied the equipment and had a couple of our own, but we weren't too happy with them. One of the problems with Arcades is getting good help to run them. At the moment, we're about to have another go with our own, but it'll be in the same premises as our offices so we can monitor it first hand. We have one in Williams Lake and we supply equipment to seven others.

Question:

How does your company manage to cover such a large area?

Answer:

To start with, it's not as large as it used to be; we don't go very far East of Kamloops any longer and we have a man at Williams Lake a couple of hundred miles north of here. Working to the north and south of there, he enables much better coverage to be made out of this city.

1/3 Of Equipment Is In The City of Kamloops

Question:

At present you're mainly a street operator are you? How much equipment have you?

Answer:

Yes, we are though we supply and service equipment for other peoples' Arcades. Most of our locations to-day consist of places holding 2 or 3 pieces of equipment. We're in fast food places and a lot of convenience stores, pubs, bowling alleys and pool rooms, car part shop's waiting rooms, and fast food places. In the summer we put machines into a number of resorts.... That includes jukeboxes and they as well as the pins, videos, specialties do very well at them. Altogether, we run around three hundred plus pieces.

Question:

Where are the majority of your games placed?

Answer:

A third of them are right here in Kamloops which now has a population of around 60,000 and unemployment is very high. Of course, that latter doesn't hurt this type of business which offers cheap and good entertainment.

Question:

Did you benefit from the big influx of visitors into B.C. for Expo 86 in Vancouver?

Answer:

No, it hurt us, people went there from this area which took money out of it and no one came into this part of the Province... but this summer there will be more in the area because of all the favourable exposure B.C. had.

New \$1.00 Coin Will Allow Us To Push Play Up To 3 for \$1

Question:

Has the new \$1.00 coin made any impact on your business? Has it helped?

Answer:

It's not around in as large numbers as we would like to see.... We've pushed it though and converted a lot of our public house machines to handle it. We've also put in **Rowe Bill Changers** in many of our better locations and supplied them with dollar coins. We've also altered cigarette machines to take the new coin. We think it's helped a lot and bars like them, they're good for tips. They're not all that popular with the public though, and we don't think there'll be any real impact until the \$1.00 bills disappear and people are forced to use the coins. We'd like to be able to push play prices up if only 3 plays for a dollar.

Driving - Shooting- Sports Videos Do Best

Question:

Under the economic circumstances which your company does business, what's your buying and equipment policy?

Answer:

As you can imagine we simply have to be very cautious and careful in what we select and buy. We buy new dedicated games, we even have one of the sit down

"Afterburners" in a pub despite it being at 4 feet wide, a big problem to get into places. And, at the price of a medium priced car, around \$17,000.00, it becomes not an "every day or any place piece of equipment." Ours does well.... however, you don't rush out and buy a lot of them.

Around here, we find the best and most popular games are those based on driving, shooting and sports themes. They're the ones people will play most. We buy new games if they look good to us, both dedicated (full games) and kits. These come from the three major distributors in Vancouver. We also buy good used stuff from them as well as from the U.S.A. As you may imagine, we also use a lot of conversions which we do ourselves in our own shop. We also do our own overhauls and rebuilds.

Question:

How many people are employed by Cotton Coin?

Answer:

There are, apart from the two of us, a man stationed at Williams Lake, one here in the office and shop, and two others on the routes.

Question:

What do you use by way of vehicles?

Answer: Ford Pickups.

Some Vending Is Necessary To Hold Locations - Cigarettes And Snacks

Question:

You talked of cigarette machines. Are you also into

Vending?

Answer:

Not really. We do run a few snack machines, cigarette venders and condom venders. We put them into certain spots against competition which were offering them to location owners. If you don't do these things you can soon lose control of locations. They seem to be particularly necessary when you're involved with Arcades.

Expanding Pool

Question:

Does your company do anything with pool?

Answer:

It's into pool in a small way, but we are expanding it. At the moment play is at 75¢, but we're going to a dollar.... There's big steady money in pool tables.

Question:

What about countertop pokers, do you do anything with them?

Answer:

We've quite a number of them, and have had for some years. At the start they did well, then fell off badly a couple of years ago, but now, they've come back somewhat. They just keep on earning without any fuss or bother. They're not fantastic, but they're steady earners.

Music Does Make Money... And Jukes Don't Age... Live Up To 20 Years

Question:

Does your Music make money?

Answer:

Yes it does; at this time we're running eighteen jukeboxes, and we'd like to have more and will have more. The nice thing about them is that, unlike videos, they don't really age. As long as you can fix them, you can recycle them even up to twenty years. People don't get tired of music, and jukeboxes are steady if not sensational earners. The thing is, they go on for a long time and long term, provide good revenues and top return on investment.

Question:

What sort of money do pins and videos bring in where you operate?

Answer:

They vary, but a very good, brand new video game will bring in maybe three hundred a week and a hot pin maybe \$160.00. Those figures are for here in the City, it'll be less away from here and those figures are only for a short time when a hot game is new in a location. We hear figures of \$600 - \$700, even more a week in Vancouver - well, maybe... but we've never been above \$350 here.

Question:

What about break-ins and vandalism. Do you experience much of that?

Answer:

We used to have quite a lot of both, but not now we're glad to say. Security at our locations is quite good.

Question:

What trends are valid for your area and business?

Answer:

We're dependent upon what the economy here does and that's hard to predict at this time.

Arcades Are Coming Back Strongly

Question:

Are you doing anything within the company towards the future?

Answer:

We're about to move into new premises shortly and part of them will house an Arcade which we can closely control. This move will also make us more efficient and we'll be more expansive. We think Arcades are coming back, we expect to be more into them in a big way.

A.C.M.E. Reno - Not Impressive -

Question:

Greg, you were at the recent ACME Manufacturers' Trade Show in Reno, Nevada. What were your impressions of it? Did you find it interesting, was there a lot of new equipment, any trends showing?

Answer:

I was somewhat disappointed in it. It wasn't as large or as well attended as I was led to believe it would be. Saturday was slow and by 3 P.M. Sunday, it was dead. There were a lot of West Coast trade people there, especially from California and they were offering a large variety of equipment for sale cheap. I'd say it was only about a quarter as big as the AMOA Show in Chicago last fall. I guess maybe a lot of people were gambling a lot of their time there.

All the major U.S. manufacturers and distributors were there of course, but there was little by way of new equipment to be seen.... Much of what was on show had already been seen. The videos which most caught my eyes were "Shinobi" by Sega and "Blasteroids" by Atari.

In pins, I liked the new Data East pingame "Secret Service" and Williams had a new one "Cyclone" on show.

Kit prices are going sky high too - they want \$1,000 to \$1,200 U.S. for a good kit which means getting up around \$2,000.00 in Canada. I looked closely at jukeboxes, especially those made by N.S.M., liked their "old fashioned" style box. Those which can be had or converted to C/D form also interested me.

Video Jukeboxes are too much money to have any application in our area. American operators seemed to be somewhat worried about their future and there was a lot of complaining about manufacturers' policies.

Future - Looks Good For '88

Question:

How do you see your business's future in Central B.C.

Answer:

1987a wasn't the greatest of years.... all right, but not great. We think that 1988 is going to be a lot better. We're quite happy with the new games we've been getting apart from their quality of manufacture and assembly which is not always good. We think Arcades are going to recover somewhat. Kids like them and are showing more interest.... maybe they're a new crop which has got interested in videos.

Our best games have been "Outrun", "Hang On", "Championship Spring" and "Super Sprint".

Anyway, we remain cautiously optimistic and are keeping our fingers crossed for this year. We feel we'll be better able to handle what comes along when our new plans and move take place early in this year.... It's a great exciting business... and we're happy and very enthusiastic about our future!

Brady Dist'g Offers Pierre Foosball Tables

Brady Distributing has announced that it is now serving as the exclusive U.S. importer and distributor of Rene Pierre foosball tables.

Model 2000 features a hard, varnished, beechwood cabinet; a removable "Gerflex" base for easy cleaning; unbreakable, non-revolving "players"; and a steel inner ball chute. The rods are made of hard, chrome-plated steel. The Rene Pierre Model 2000 foosball table



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Galaxy 200

Heavenly Sound . . . and profits . . .

NSM/Loewen-America introduces the **Galaxy 200**, a 200 selection phonograph with coin mechanism for four different coin values.

Galaxy 200 features a stereo amplifier with 2x200 watt music power, microphone and tape recorder connection, mono/stereo switch, and LED-indicated voltage.

Three displays show the top ten, selected title, record playing and credits after coin insertion. The playing mechanism is computer-guided. There are eight loudspeakers in a stereo combination



and lit-up sound chambers; two bass loudspeakers; four medium/high-frequency speakers and two high-frequency speakers.

Optional accessories include service memory and recording device, NSM printer, output transformer for eternal loudspeakers, microphone and remote control/wall boxes.

Random play records and background music can be programmed Random plays are selected from among the top ten after a pre-set time interval.

For more details contact your local distributor or write directly to NSM/Loewen-America, Inc., 5207 N. Rose St., Chicago, IL 60656, or call (312) 992-2280.

Grayhound's "A New Concept In Merchandise Vending"

Grayhound Electronics, manufacturer of a line of distinctive crane games, has produced an innovative eight-minute VHS film, entitled "**A New Concept In Merchandise Vending**", that offers tips on recommended locations, proper merchandising, and other phases of crane operation.

The film was created by Grayhound's **Gary Canetti**, who interviewed players in bowling alleys and other places, while zeroing-in on the countertop, jumbo, and upright-style cranes as they rewarded their customers. The film also presents Grayhound's pre-packaged assortments of novelties. The result is a professionally-produced video clip that should give distributors a convincing means of educating their customers.

Gary Canetti indicated that the video is also available to individual operators for \$20.

SEGA® Shinobi

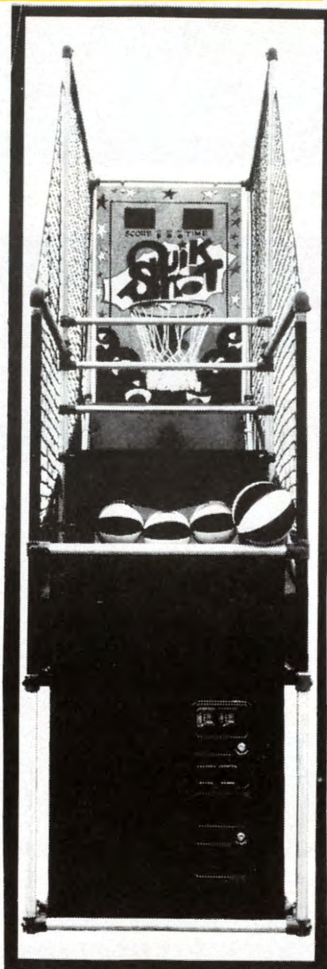
Shinobi is the newest hit and first kit from **Sega Enterprises, Inc. (U.S.A.)** since their arcade smash **Choplifter**.



An outstanding rescue adventure game featuring fast paced high action, taking you through five different stages with 23 distinctive missions. Each of the five stages concludes with a "final confrontation" with the master force. Successful defeat of the master force advances you to a unique bonus round and then on to the next stage ...to face even more ominous villains.

The controls consist of one eight-way joystick and three button controls. The first button controls the jump function ...the second controls the player's weapon function ...and the third controls the "special power" feature. This "power" eliminates all enemies on the screen and can be used only once in each mission.

Basketball From Design Plus



Quick Shot is a coin-op mini-basketball, skill-shooting game made by Design Plus Industries.

"According to owners Mike Seibert and Basketball Coach Dick Versace, their game, designed by the pros, features the latest in electronic technology and basketball technique." Rigorous testing has shown the game durable, tamper-resistant, the firm says; and it boasts a lower price than competing products.

Features include: easy collapsibility of game to door height; fast ball return; tamper-resistant ball gate mechanism; highly visible LED readouts; latest solid-state electronics; and full sleeved netting which stops free playing.

- Rugged galvanized steel frame
- Adjustable playing height - 8'6" min.

SCORE Bonus Game TIME

RECRUIT THE WINNER

Game Over

Quick Shot

- Large highly visible LED readouts
- Fast ball return for quick play
- Large coin box holds over \$1,000
- Adjustable coin operation - 1 or 2 quarters
- Optional ticket dispenser
- Includes 5 balls
- Sound effects for score, bonus & game over
- Bonus game score adds to original score
- Height 6'6" to 9'6", length 10', width 31.5"



Top section telescopes below door height for easy moves.
Design Plus Industries,
737 E. Marietta Ave.,
Peoria Heights, IL 61614
(309) 682-9359

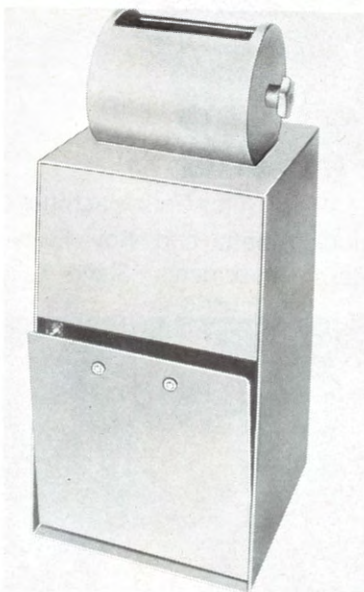
Alberta Shuffleboards

10331 - 178 Street, Edmonton, Alberta T5S 1R5

Wico's Roto Top Safe Can Be Welded To Truck Floor

Wico Distribution Company, Niles, Illinois is introducing its comprehensive line of Roto-Top styled safes.

Roto-Hopper design permits deposits in vault without revealing contents of safe. Drop money bags into hopper, turn handle and deposit drops into vault! Safes with built in locks feature Wico's exclusive locking mechanism to resist forcing or punching out of locks. Wico Roto-safes are ideal for installation in vehicles, shops, and offices and can be bolted, chained, or welded to the floor.





Mr. Phil Horowitz of Kramer Mfg. beside Kramer's new "Draw Poker"



Bob Lundquist beside Bally's new game "Blasted"



Hal Watner of American Gaming Enterprises showing their new Jackpots 'N Joker to Dolores Straw



Philip Snell of King Condom Products, Vancouver



Mr. Foreman & Mr. Xavier of Entertainment Ent. with their new "Sticker Sweepstakes" card & machine



Neil Stiles of Stiles Coin Machines of Westlock, Alberta and Roy Evans of Rex Amusements, Slave Lake, Alberta



Miss Bonnie Hoffman & Brad Weiss of Canadian Amusement, Burnaby, B.C. who is stocking over 3,000 different parts for games.



Larry Kresslemen of Williams Mfg.



Jim Miskell of Taito with the new shooting game "Topshoot"



Mrs. Sondra Doyle of Doyle Mfg. with their Baseball "Bullpen" game.



Mr. Russ Strachan of NSM Phonographs beside NSM's compact disc "Laser City"



Tom Ricci of Grayhound Electronics beside their new "Championship Basketball" which is distributed by Jean Coutu of Laniel Automatic, Montreal.



Laura Williams & Devron Gibbon of Micro Vision Ent., Saskatoon, Sask., said they find their pinball sales are steady earners & don't have to be moved so often.



Phil Horowitz of Kramer Mfg., with Frances Ramey of Fredericton who has a very large route of Games.



From Amusement Ben & Marcoux are Reni Drouin, Benoit Cadrin, Alain Trachy & Marcel Huard, large Quebec operators of video pokers and coin operated games.



Barry Olwa, Noralta Music, Fairview, Alberta with over 220 machines on location.

Don and Marion McRoberts of Medicine Hat, new operators with over 40 games on locations; bought mostly from Art Anastasi of Bowcorp. Mrs. McRoberts runs the arcades in the day and Don at night time after work - open 11 AM to 11 PM.



New Standard Changer

**....Changes Canadian \$1, \$2, \$5
and \$10 Bills And Canadian \$1 Coins!**



Standard Changermaker's new model SC62C - Two Hopper Changer is available also in 3 and 4 hopper wall-mount models, and in a floor console holding up to 12,800 (\$3,200) quarters.

This new changer can change \$1 coin only; \$1 and \$2; \$1, \$2, and \$5; or \$1, \$2, \$5 and \$10...

The all new Standard Change-Makers Model SC62C with the System 500 Bill Acceptor also...

- Makes over 2,000 security checks of each bill in less than a second...
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Also Dist'd by: • Navend Industries and • Coinco

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SET UP PROGRAMS

Grayhound Electronics introduces an easy-to-assemble basketball game, **Championship Basketball** that features free game point setting and adjustable playing time.

Size dimensions for **Championship Basketball** are 8 feet long x 8 feet high x 3 feet wide. It is especially appropriate for bar and restaurant locations and appeals to both men and women; also children of all ages.

Other features include music enhancement, spotlight control for dark locations, and high score display. Dollar bill acceptors and ticket dispensers are optional.

For more information:
Grayhound Electronics Inc.
Rt. 37 & Germania Station Road,
Toms River, NJ 08753
(201) 341-5200





Mr. and Mrs. Horniak of Deltronic Labs, Manufacturers of the "Ticket Dispenser" which is available in kits for quick, easy installation on video, pinball and novelty games.



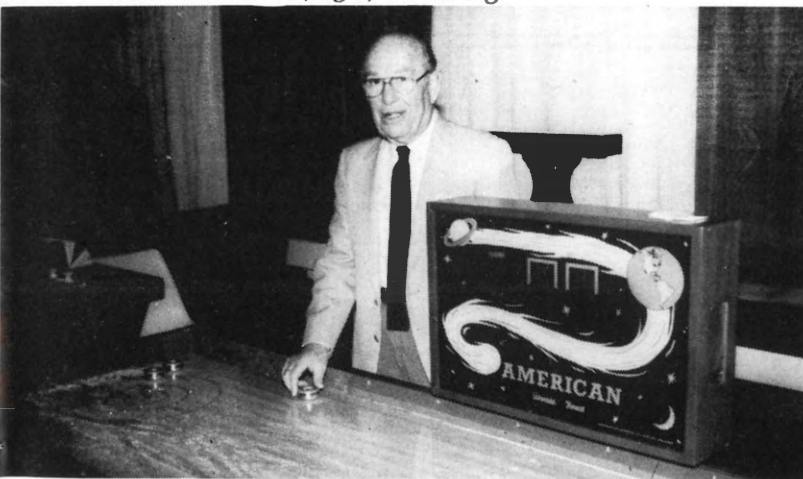
Mr. and Mrs. Marcel Cyr of Amusecorp, Montreal, manager of a large route of superb arcades.



Centre is Al Rodstien of Bally Mfg., with Bob Breither left and Joe Pankus, right, of Seeburg.

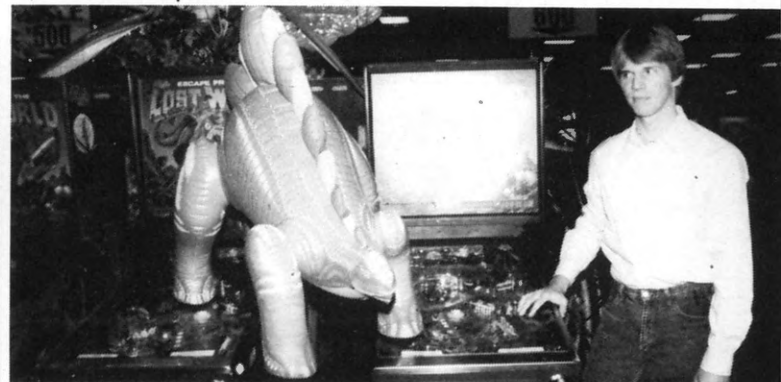


Far left and far right are Mr. & Mrs. B. Bernard with Marcel Bernard and Francois Josee who have over 200 video pokers on location



Sol Lipkin of American Shuffleboard

Betson's "Scotty The Monkey" was very popular - proven money earner for bulk sales, vending eggs or capsules & is all solid state voice & animation with 30 different jokes told with coin insertion.



The designer of Bally's new game "Lost World" - Dan Langlois



"Rush Hour" Makes Super Duper Casino a 10-in-One Multiple Selection Game

Super Duper Casino Countertop

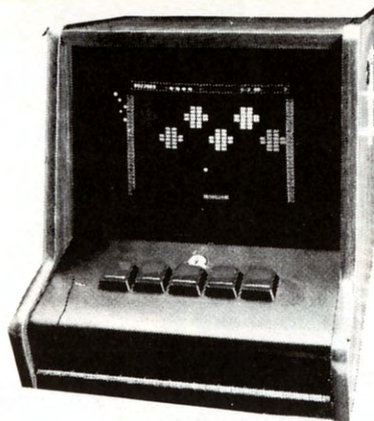
U.S. GAMES, INC.

Michael Pace, President of U.S. Games, Inc., announced today that the company has released its new action game, **Rush Hour**, as a software addition to the company's coin-operated countertop hit game, **Super Duper Casino**.

The fast-action, high-speed driving game makes Super Duper Casino a 10-in-one multiple selection game.

"We have been developing exciting, new games for **Super Duper Casino** that give players a wide variety of game types to choose from and provide operators long term earnings potential," Pace indicated.

Rush Hour features increasingly faster and more complex play as the player successfully avoids oncoming traffic in his high-speed drive down the wrong side of a



freeway. The fast action style of play offers players a great deal of excitement and produces a faster turnover of games and coins for higher operator profits.

Rush Hour joins nine other Pace creations in Super Duper Casino. Draw Poker, U. S. Black Jack and U. S. Craps have established themselves as players' favorite card theme games. An enhanced version of Wizard of Words offers more than 2500 phrases.

U. S. Games continues to offer

new and challenging categories and questions to Sex Trivia I and II and Sports Trivia. U. S. Chariots is an all-new, exciting horse race game. And Brick-Break offers fast-paced, multi-level, paddle action play.

"The Super Duper Casino selection of games represents a variety of fresh ideas and exciting play," Pace noted. "And every game is U. S. designed, U. S. built and backed by our promise of reliable performance and continuing hardware and software support."

U. S. Games is the leading designer and manufacturer of countertop games for coin game operators, Pace having established the countertop market in 1981 with the release of **Little Casino** and then revitalized the market in 1987 with the introduction of Super Duper Casino. For more information on Rush Hour, Super Duper Casino and other products from U. S. Games, contact Mike Pace at (404) 441-2910.



"Knockdown"

KNOCKDOWN is a coin-op midway-type game from the makers of **BOOM BALL**. Two-station arcade package comes with automatic ticket dispensers and 115V plug-in portable air compressor.

Players shoot balls at a target of nine cat-rack dolls trying to knock over as many as possible. Players win

tickets accordingly. Dolls reset automatically at end of game.

Operator features include adjustable number of shots, coinage and ticket levels.

For more information, contact your local distributor or call Maltec, Inc., 1550 B Las Plumas Ave., San Jose, Ca. 95133 (408) 923-1302.





Shown in the Wurlitzer Booth is Jerry Reeves standing proudly with Wurlitzer's hot selling jukebox "The Bubble Machine"



Joe Sladek, Dennis Keeney and Barry Scholl of Skee Ball with their 6' - 8' - 10' and 13' Skee Balls with sound, flashing lights and digital scoring, popular in both kiddie size and adult size



Sega's "Bulls Eye" shooting game kept the sharpshooters happy



Mort Ansky with David Rubenstein of Merit Industries in front of Merit's "Pub Time" dart board.



Don Shimi of J.S. Sales & Rick Owens of Atara - J. S. Sales are reps for the Suzo Joystick.



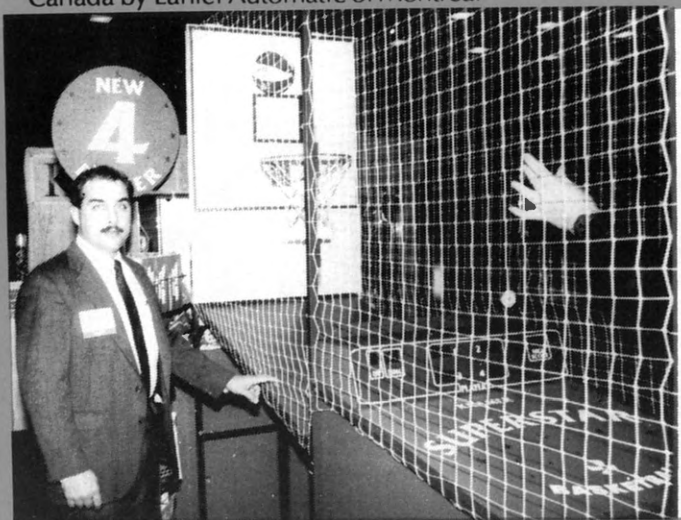
Capcom's new style game cabinet received a lot of attention.



Wurlitzer's Mr. Telgheder with Bob Reno beside Wurlitzer's CD phono "One More Time" dist'd in Canada by Laniel Automatic of Montreal



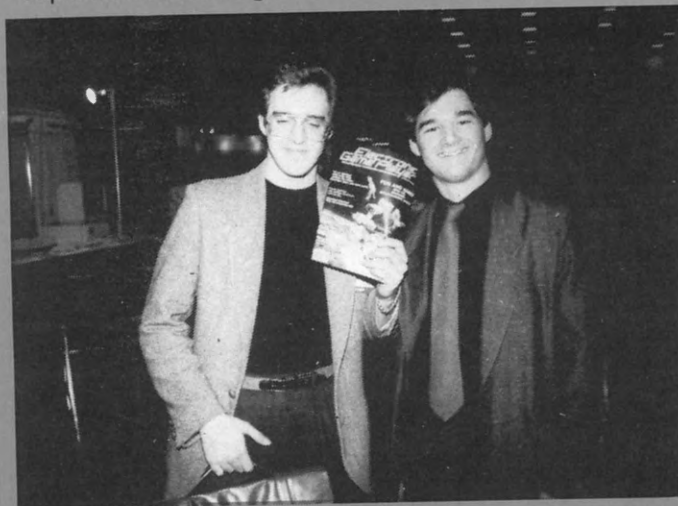
Robert Betti and Robert Geschene of Betti Enterprises with Tim Jackson of Romstar beside Romstar's "Ninja Warriors" -- one of the show hits.



In the Kramer Booth is Tom Shupin with Kramer's new Superstar Basketball game.



Scott Gussin & Earl Heller of Alter Enterprises with their "Splash Guns Water Game"



Steve Harris & Jeff Peters with their newly published magazine "Electronic Game Plan Magazine"



At the Intermark booth are Bill Van Anda, Rosalind Rodriguez and Kim Cook with their new coin op "Table Tennis" game. The Ping Pong balls are vended through a gum dispenser.



Miss Leslie Ross of Williams Mfg. beside their new "Cyclone" pinball



Mel LaForce of Johnston Products, beside their new "Kick 'N Catch" ball gum game - vends prize every time.



At the Ride Dynamics booth displaying the new flight simulator kiddie rides are Courtney King & Linley Hughes



Jack Gordon - one of the industry's MOST well loved veterans - over 40 years with Seeburg.



Roger Gerber of Commundyne with the new "Blow-In-A-Straw" breath analyzer.



E.S. Romine of Equipment Systems & Devices displaying his coin mechanisms which take new \$1 coin.



Dennis Letourneau of Video Pool & Juke Box Ltd., of Bonnyville, Alberta - only in industry one year and has 90 games on location already.



Ko Adachie and Terry Turpin of Nichibutsu beside "Terra Force"



World of Games' new video "Exterminator" which made the charts in Replay Magazine.



Gerry Shisler of Cataract Amusements, Niagara Falls, Ont. who handles many varied games, boats & shooting galleries.



Mike Mackie of Gamemasters "Master-Shot" Basketball with his beautiful bride-to-be, Julie Wilson. Congratulations Mike!!!



Jerry & Paul Janda of New Way Sales of Toronto with Mike Cooper of the New Way Edmonton office.



Designers of Williams new Cyclone Pinball & also Comet are Bill Pfutzenreuteh, Python Anohelo & Barry Orsler



Right is Peter Suverein of Suzo Joysticks listening to Frank Happ of Coin Controls tell a tall tale.



Mr. Jack Wright of Vari Tech Co. of Grand Rapids, Michigan beside his "Mr. Six Gun" -- a real crowd pleaser as the customer takes aim and draws in a contest against the "cowpoke" -- a fully animated character in a mock saloon effect.



Grand MacDonald, Jim Niblock, Jim Weatherhead and Par Bassan of Jim Weatherhead Ltd., Burnaby, B.C.



Alan Tam with Brad Weiss of Canadian Amusement, Burnaby, B.C. & Ken McKerracher of MGA Ltd. Calgary



Romstar's Rene Lopez with Mike Mazzoili by Romstar's new "Kageki"



Mike Pace of U.S. Games Inc. (Mfr of the Super Duper Casino 10 games-in-one) goes into action showing his "Football Pro Passer" coin operated game



Mr. & Mrs. Bud Johnston with Mel LaForce of Johnstone Products beside their bulk gum shooting game "Big Top"



Steve Kaufman of Konami Mfg. beside their new "Contra" video



Bob Lloyd of Data East with Mark Blum Jr. of United Distributing



At the Betson booth are John Margold, Rhonda Fletcher and Wylie Irwin beside Betson's new "The Mating Game", a proven winner in arcades and street locations.

New Dollar Conversion Kit Available For Older Klopp Counters

A factory designed conversion kit is now available so that Canadian operators can convert their **older model Klopp manual or electric coin counter/wrappers** to count the Canadian Dollar coin.

Identified as "THE CANADIAN DOLLAR CONVERSION KIT", it contains all needed conversion parts, an aluminum Canadian Dollar wrapping tube, plus easy-to-follow installation instructions.

"The only tool required is a screwdriver and any Klopp Owner should be able to make the conversion in less than 20 minutes."

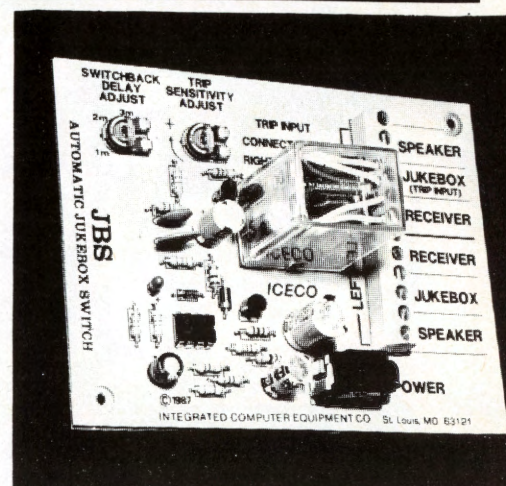
Conversion kits can be ordered from leading Canadian distributors. For further information contact Klopp International, Inc., (813) 522-9425.

An Improved JBS Automatic Jukebox Switch

The new JBS which offers jukebox operators an economical way to compete at locations where a stereo or background music (BGM) system is in use, is offered by ICECO.

During record play, the JBS automatically silences the stereo or BGM program, and can switch the speakers from the stereo or BGM amplifier to the jukebox, extending coverage without having to duplicate the speaker installation. A silent period (adjustable from 10 seconds to 3 minutes) after the last record encourages replays.

The JBS is easily field installed on any make or model jukebox. The JBS electronically senses music from the



jukebox; the only jukebox connection required is to the external speaker terminals. Detailed installation instructions are included.

Price: \$42.00

Availability: From Stock

For more information contact:

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☐ Other _____

Novelty Games From Silicon Ltd., Ireland



Ireland's Silicon Ltd. makes a series of small amusement novelty games that "test" heartbeats, stress levels, memory, sex appeal, etc.

The colorful cabinets are mounted on metal stands and take up less than one square foot of floor space.

Eye-catching backpanels feature a cartoon illustration and big lettering

for a related question(the stress-tester sign says, "Are you under STRESS?")

One or two coins of any currency may be charges. Voltage is adjustable.

New additions to the line include games that chart the player's horoscope, biorhythms or color-based personality/mood analysis (unlike the earlier games, these three are all manually operated).

All novelties may be purchased as complete units or as software only.

Silicon has been appointed sole agents for Colour Cell electronic information systems. Colour Cell products use LEDs to flash up to 4,000 characters in 16 colors and a variety of letter styles. Display size can range from a small screen for one coin-op game, to a huge scoreboard for an entire sports stadium.

Silicon,
10 St. Stephens Green,
Dublin 2, Ireland

Telephone: 011-353-1-710647

Bring Your Dead Wood Back To Life With Kramergame Kramer Kits

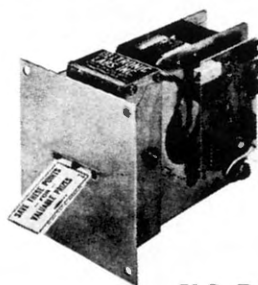
Kramer Manufacturing offers conveniently packaged conversion kits for any horizontal raster scan monitor making it easy to convert old cabinets into new Kramer games.

Among the games available for this conversion process are Kramer's Draw Poker, Bonus 21, Hi-Lo Double Up Joker Poker, Riverboat Poker, Super Dominos, Just 4 Fun, and Joker Poker/Black Jack.

Kramer's kits include PC board, program chips, power supply, wire harness with fuse block, meter, front panel, ten buttons, marquee and decals, a technical book, and easy-to-follow instructions.

For more information, or distributor referral, write Kramer Manufacturing Co., Inc., 1100 Towbin Ave., Lakewood, NJ.

Dist'd in Canada by: Expo Tronique,
(514) 325-7295 St. Leonard, Quebec



U.S. Pat. 4272001

THE TICKET DISPENSER — WITH EXPERIENCE

Deltronic Labs DL-1275 Ticket Dispenser is now available in kits--for quick and easy installation on existing video, pinball and novelty games.

For more than 7 years, top amusement manufacturers have relied on Deltronic Labs for quality ticket dispensers, backed by prompt and efficient service.

Now this time-tested dispenser is incorporated in kits for the same dependable performance on your present games. You can renew player interest with tickets for awards and bonuses--and keep them playing again and again and again!

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Basketball Game

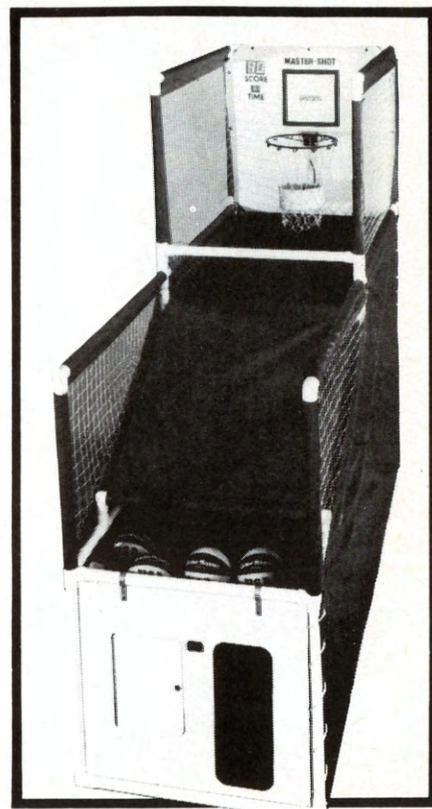


The game is built of sturdy PVC pipe with a strong vinyl cover. Two LED displays indicate time and scoring, showing last score and high score.

Master-Shot measures 8' x 8' x 36" and is delivered to you almost totally pre-assembled. Scoring is obtained 2 points per basket and 3 points on the last 30 seconds. Several options are available on **Master-Shot**, including a bill-acceptor, ticket dispenser and a spotlight for the darker locations.

For more details on Master-Shot, call Gamemasters 404-662-5666 or write to:

Gamemasters, Inc.,
5555 Oakbrook Parkway, Suite 240,
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AMOA To Sponsor 1988 Congressional Pinball Tournament

The Amusement & Music Operators Association will sponsor its first-ever Congressional Pinball Tournament during the association's 1988 Government Affairs Conference, May 15-17 at the Hyatt Regency Washington on Capitol Hill, Washington, D.C.

The tournament will be held on May 17 during AMOA's Congressional Reception at the Longworth House Office Building cafeteria. It will pit members of the U.S. Congress (both Senate and House) against each other along Democrat-Republican lines. Also invited to participate in the tournament are their congressional staff/aides and the immediate families of elected officials.

Each tournament participant will play one game of pinball. The tournament's top winners will have a total of approximately \$10,000 in donations made in their names on behalf of AMOA to their favorite charity.

Tournament committee chairman is Frank Seninsky, Alpha-Omega Amusements, Edison, N.J.

Invitations will be sent to members of Congress in early April with follow-up by AMOA's Washington office as well as members at the local level. Pinball machines will be donated by Williams Electronics, Chicago; Premier Technology, Bensenville, Ill; Data East USA, San Jose, Calif.; and Bally Midway/Sente, Franklin Park, Ill. Stuffed donkeys and elephants, to be given to each tournament participant (depending on party affiliation), will be donated by Nancy Sales Co., Chelsea, Mass.

AMOA is a non-profit trade association comprised of some 1,500 owners, distributors and manufacturers of coin-operated amusement, music & vending equipment.

Thunder Blade™

A Jet Helicopter Simulator Video

Sega Enterprises, Inc. (U.S.A.) is proud to introduce **Thunder Blade**, the second in an ongoing series of high action simulator products.

Thunder Blade features a fully armed jet-helicopter gunship engaging hostile fire from a variety of surface and aerial targets. The pilot commands the craft through alternating horizontal and vertical screen perspectives by utilizing a realistic control stick for lift-off and landing, as well as left and right maneuverability.

The throttle level allows the helicopter to accelerate or "hover" while winding through the exciting obstacles encountered on the "free" 30 second training mission and four increasingly challenging gunship raids. Both the control stick and throttle, as well as the missile launch button and machine gun fire trigger, respond with simultaneous on-screen movement giving the player the experience of complete control of the aircraft.

Thunder Blade does have all the realistic effects...advanced simulator technology, high resolution graphics, stereo sound, the continued play

By Sega



feature...providing the player with more satisfaction, the operator more profit...and on the Deluxe model, a motorless drive system which links the gunship controls and moving pilot seat with the screen action.

Available in both Upright and Deluxe simulator type cabinets, **Thunder Blade** provides full flexibility for any location.

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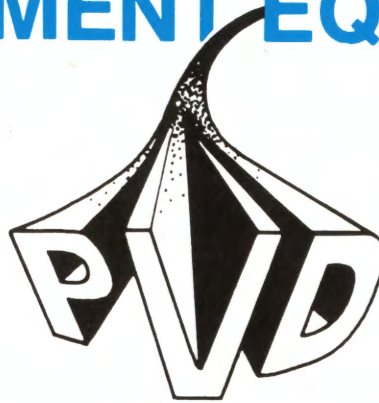
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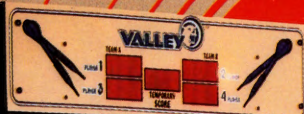
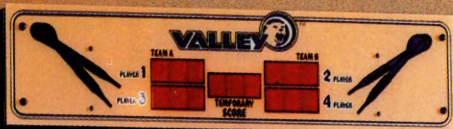
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